Darkest Dungeon™

5E

HORRORS OF THE DARK

by Dungeon Master Tuz

DM TUZ

Artwork by Red Hook Studios

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Created by **Dungeon Master Tuz.**
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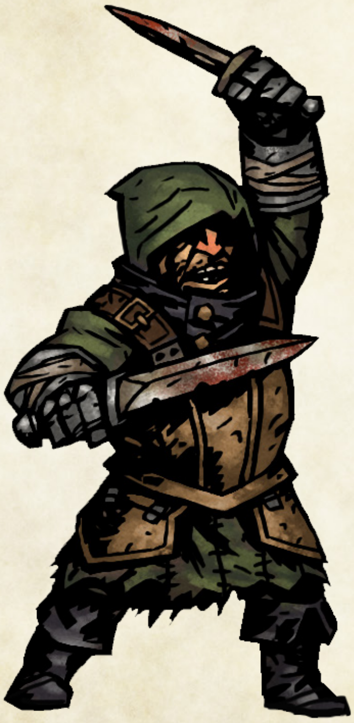
BRIGANDS

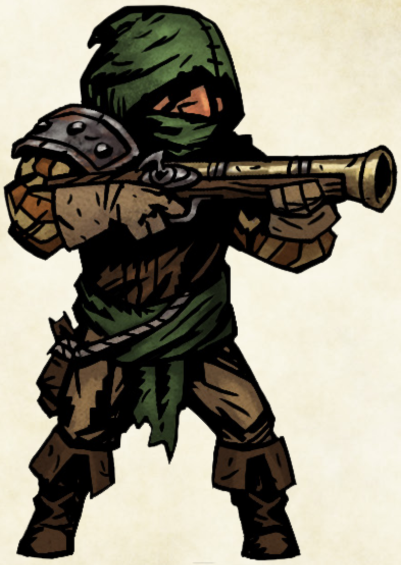
Eventually, the Ancestor‘s vile reputation reached the Hamlet. When rumors of his experiments and rituals stopped being fascinating and became heretical, they started to rebel against him.

First he tried to offer the local constabulary a generous amount of gold to keep the peace, but they refused his offer as they joined the rebellion against him. To ease the pressure on him and reassert his rule, the Ancestor hired bands of mercenaries, killers, and bandits to suppress and cut down the population, most terrifyingly with the help of great cannons of immense power.

When the Ancestor opened the Portal underneath the Manor, things escalated quickly. The Ancestor locked himself in the Manor, refusing to see anyone and when the time had come to pay his mercenary army, the Brigands Brigade simply packed up their things and left when it became clear that there would be no further payment for them.

But the infamous Brigade did not disperse with the wind as many had hoped, keen on compensation for their service, one was or another. The mercenaries set up camp within the Weald, from which they continue to terrorize the Hamlet, milking the Estate and surrounding lands for every coin it's worth. So long as the Brigands Brigade exists, no one will be safe on the Old Road.





BRIGAND CUTTHROAT

Medium humanoid, neutral evil

Armor Class 13 (studded leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	11 (0)	10 (0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

***Shank* (1/Turn).** The cutthroat deals an extra 3 (1d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the cutthroat that isn't Incapacitated and the cutthroat doesn't have disadvantage on the Attack roll.

ACTIONS

Multiattack. The cutthroat makes 2 attacks with their daggers, the second one is made with disadvantage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

BRIGAND FUSILIER

Medium humanoid, neutral evil

Armor Class 13 (studded leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (0)	10 (0)	9 (-1)

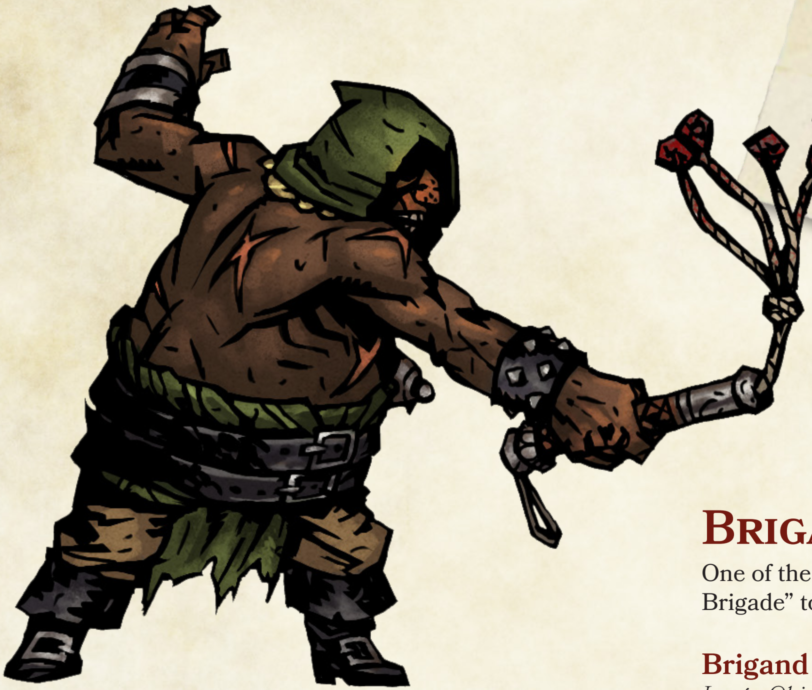
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Musket. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Blanket Fire. The fusilier fires a buckshot in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 2 (1d4) piercing damage on a failed save, or half as much damage on a successful one.



BRIGAND BLOODLETTER

One of the members of the infamous Brigands Brigade, the bloodletter, is a hulking, battle-scarred brute who typically fights in the front to shield weaker allies. Armed with a vicious cat o' nine tails whip and a deadly flintlock pistol, he is ready to give his enemies deep and bloody scars to match his.

BRIGAND BLOODLETTER

Medium humanoid, neutral evil

Armor Class 12 (leather armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	9 (-1)	9 (-1)	10 (0)

Senses passive Perception 9
Languages Common
Challenge 1 (200 XP)

Pistoliero. When using a pistol, the Bloodletter has no disadvantage on ranged attacks when a hostile creature is within 5 feet of them.

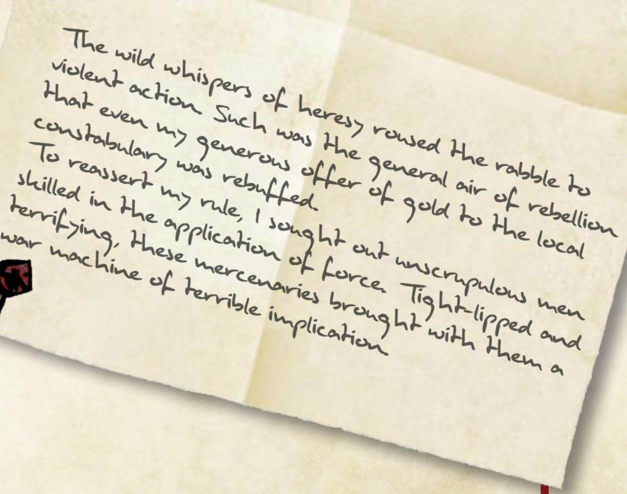
ACTIONS

Multiattack. The Bloodletter makes 2 Cat O' Nine Tails attacks.

Cat O' Nine Tails. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Flintlock Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. This attack deals 3 (1d6) additional damage if the target is within 5 feet of the Bloodletter.

Punishment (Recharge 4-6). The Bloodletter unleashes a barrage of wild whip lashes. Each creature of the Bloodletter's choice in a 15-foot cube originating from the Bloodletter must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 10 (4d4) slashing damage and can't take reactions until the beginning of its next turn. On a successful save, the creature takes half as much damage and can still use reactions.



The wild whispers of heresy roused the rabble to violent action. Such was the general air of rebellion that even my generous offer of gold to the local constabulary was rebuffed.
To reassert my rule, I sought out unscrupulous men skilled in the application of force. Tight-lipped and terrifying, these mercenaries brought with them a war machine of terrible implication.

BRIGAND POUNDER

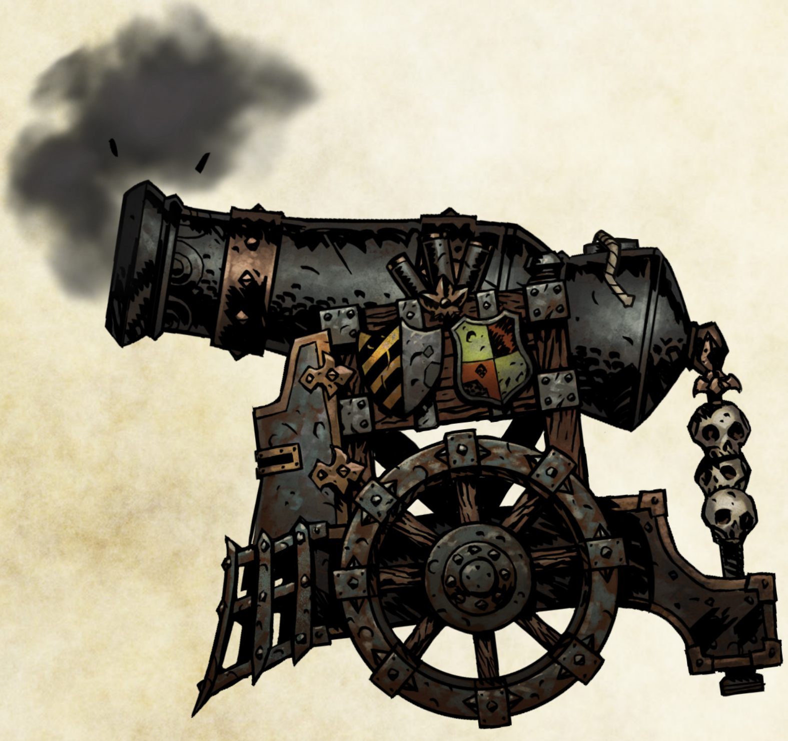
One of the powerful cannons used by the "Brigands Brigade" to quench the uprising in the hamlet.

Brigand 8 Pounder

Large Object

Armor Class: 16
Hit Points: 90
Damage Immunities: poison, psychic

This cannon uses gunpowder to propel anti infantery shells. Before it can be fired, the Pounder must be loaded and aimed. It takes one action to load the weapon. To fire the Pounder a creature must spend an action to operate it. The Pounder fires at the beginning of the operating creature's next turn, unless the creature is no longer operating it.
When the Pounder fires, roll a 20-sided dice. On a roll between 1-7 the cannon missfires and does not fire this turn.
8 Pound Shell. Each creature in a 20 foot sphere centered on a point within 200 feet must make a DC 14 Dexterity saving throw. A target takes 10 (3d6) bludgeoning and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



Veteran Brigands

Outlaw Cutthroat

Medium humanoid, neutral evil

Armor Class 15 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	11 (0)	10 (0)	10 (0)

Skills Stealth +4, Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Surprise Opening. In the first round of combat, the Cutthroat's first attack against any surprised creature has advantage.

Sneak Attack (1/Turn). The Cutthroat deals an extra 7 (2d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Cutthroat that isn't Incapacitated and the Cutthroat doesn't have disadvantage on the Attack roll.

Actions

Multiattack. The Cutthroat makes 2 weapon attacks, one with their shortsword and one with their dagger.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Outlaw Fusilier

Medium humanoid, neutral evil

Armor Class 16 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (0)	10 (0)	10 (0)

Skills Stealth +5, Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

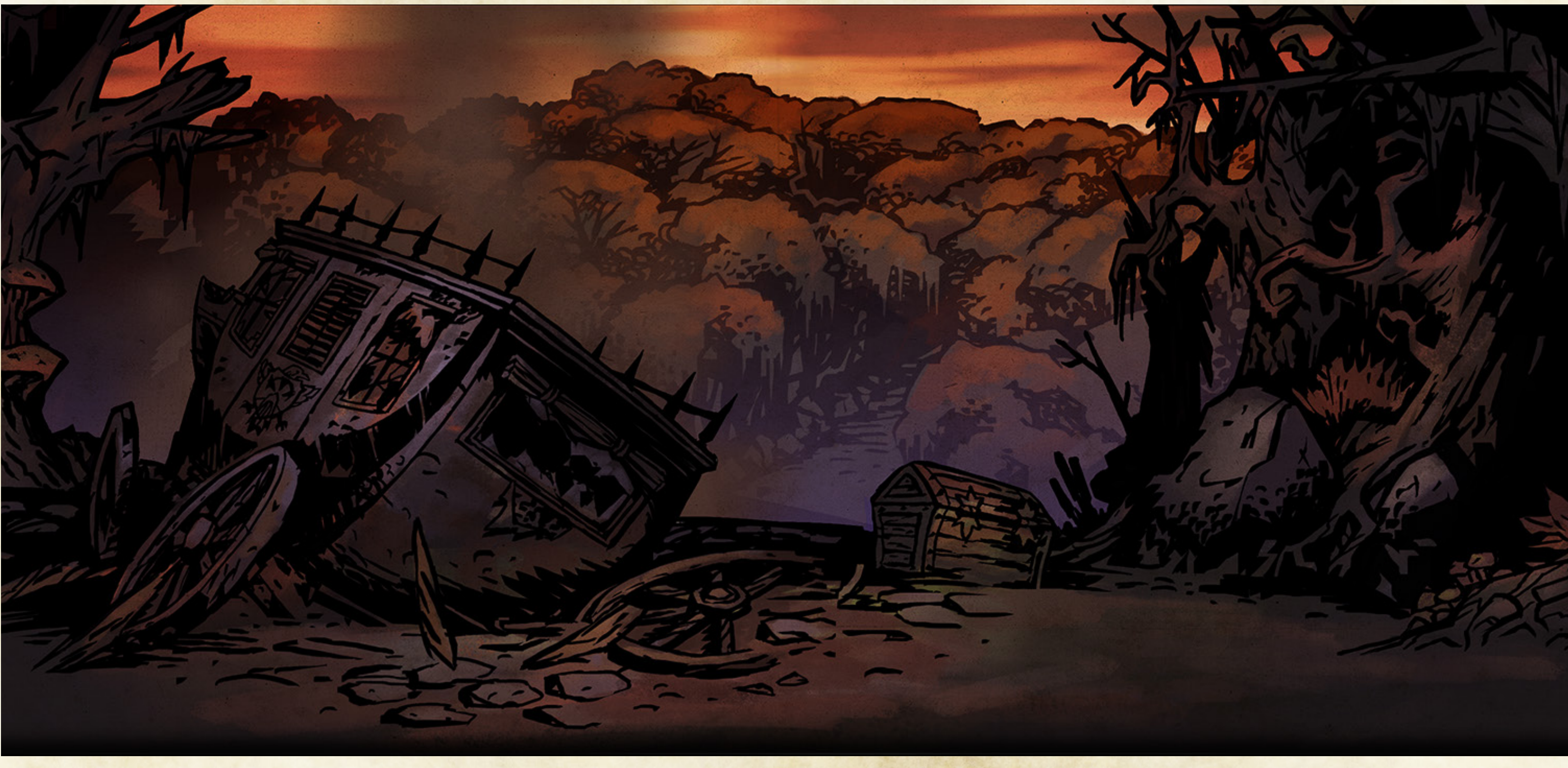
Skirmish. The Fusilier can take the disengage action as a bonus action on each of their turns.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Musket. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Blanket Fire. The Fusilier fires a buckshot in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save a creature takes 5 (2d4) piercing damage, cannot use reactions and its speed is reduced by 10 feet until the start of the Fusilier's next turn. On a successful save a creature takes half as much damage.



Outlaw Bloodletter

Medium humanoid, neutral evil

Armor Class 15 (chain shirt)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (0)	11 (0)	10 (0)

Skills Athletics +5, Stealth +4
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Pistoliero. When using a pistol, the Bloodletter has no disadvantage on ranged attacks when a hostile creature is within 5 feet of them.

Actions

Multiattack. The Bloodletter makes 2 weapon attacks, only one of them can be a Flintlock Pistol attack.

Cat O' Nine Tails. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If this attack hits a creature a second time in a turn, the creature must succeed on a DC 13 Wisdom saving throw or becomes frightened until the beginning of the Bloodletter's next turn

Flintlock Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. This attack deals 3 (1d6) additional damage if the target is within 5 feet of the Bloodletter.

Punishment (Recharge 4-6). The Bloodletter unleashes a barrage of wild whip lashes. Each creature of the Bloodletter's choice in a 15-foot cube originating from the Bloodletter must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 12 (5d4) slashing damage and can't take reactions until the beginning of its next turn. On a successful save, the creature takes half as much damage and can still use reactions.

Brigand 12 Pounder

Large Object

Armor Class: 18
Hit Points: 120
Damage Immunities: poison, psychic

This cannon uses gunpowder to propel anti infantery shells. Before it can be fired, the Pounder must be loaded and aimed. It takes one action to load the weapon. To fire the Pounder a creature must spend an action to operate it. The Pounder fires at the beginning of the operating creature's next turn, unless the creature is no longer operating it.

When the Pounder fires, roll a 20-sided dice. On a roll between 1-5 the cannon missfires and does not fire this turn.

12 Pound Shell. Each creature in a 20 foot sphere centered on a point within 200 feet must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) bludgeoning and 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Champion Brigands

Infamous Cutthroat

Medium humanoid, neutral evil

Armor Class 16 (Breast Plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	11 (0)	10 (0)	12 (+1)

Saving Throws Dex +5
Skills Stealth +7, Perception +2, Intimidation +3
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Surprise Opening. In the first round of combat, the Cutthroats attacks against any surprised creature are made with advantage.

Sneak Attack (1/Turn). The Cutthroat deals an extra 14 (4d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Cutthroat that isn't Incapacitated and the Cutthroat doesn't have disadvantage on the Attack roll.

Actions

Multiattack. The Cutthroat makes 2 weapon attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dagger (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Infamous Fusilier

Medium humanoid, neutral evil

Armor Class 17 (Studded Leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	11 (0)	12 (+1)	10 (0)

Saving Throws Dex +6
Skills Stealth +8, Perception +3, Intimidation +2
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Cunning Action. The Fusilier can take the dash, disengage or hide action as a bonus action on each of their turns.

Actions

Multiattack. The Fusilier makes 2 weapon attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Musket. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Blanket Fire. The Fusilier fires a buckshot in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save a creature takes 10 (4d4) piercing damage, cannot use bonus actions and reactions, and its speed is reduced by 10 feet until the start of the Fusilier's next turn. A creature that fails its saving throw by 5 or more has its speed reduced to 0 instead. On a successful save a creature takes half as much damage and suffers no other effects.

Artwork by Red Hook Studios

Created by DM Tuz

Infamous Bloodletter

Medium humanoid, neutral evil

Armor Class 16 (breast plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (0)	14 (+2)	10 (0)

Saving Throws Str +7, Con +6
Skills Athletics +7, Stealth +6
Senses passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the Bloodletter hits with it (included in the attack).

Pistoliero. When using a pistol, the Bloodletter has no disadvantage on ranged attacks when a hostile creature is within 5 feet of them.

Actions

Multiattack. The Bloodletter makes 2 weapon attacks.

Cat O' Nine Tails. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage. If this attack hits a creature a second time in a turn, the creature must succeed on a DC 15 Wisdom saving throw or becomes frightened until the end of the Bloodletter's next turn.

Flintlock Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. This attack deals 7 (2d6) additional damage if the target is within 5 feet of the Bloodletter.

Punishment (Recharge 4-6). The Bloodletter unleashes a barrage of wild whip lashes. Each creature of the Bloodletter's choice in a 15-foot cube originating from the Bloodletter must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 15 (6d4) slashing damage and can't take reactions until the beginning of its next turn. On a successful save, the creature takes half as much damage and can still use reactions.

Brigand 16 Pounder

Large Object

Armor Class: 20
Hit Points: 160
Damage Immunities: poison, psychic

This cannon uses gunpowder to propel anti infantery shells. Before it can be fired, the Pounder must be loaded and aimed. It takes one action to load the weapon. To fire the Pounder a creature must spend an action to operate it. The Pounder fires at the beginning of the operating creature's next turn, unless the creature is no longer operating it.
When the Pounder fires, roll a 20-sided dice. On a roll between 1-3 the cannon missfires and does not fire this turn.
12 Pound Shell. Each creature in a 20 foot sphere centered on a point within 200 feet must make a DC 14 Dexterity saving throw. A target takes 21 (6d6) bludgeoning and 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Bomb Barrel

Medium Object

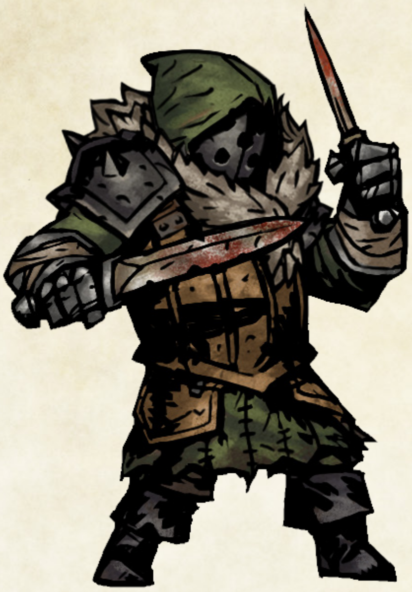
Armor Class: 14
Hit Points: 60
Damage Immunities: poison, psychic

This container holds several dozen bombs. This object is to be exclusively used in an encounter with Vvulf the Brigand (see Vvulf the Brigand's "Bomb Supply" ability). Whenever the Bomb Barrel takes fire damage, roll 1d6: on a 1 the Bomb Barrel immediately explodes in a 20 foot radius. Each creature in the radius must succeed on a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save and half as much on a successful one. This destroys the Bomb Barrel. The same effect triggers when the Bomb Barrel is reduced to 0 hit points by any fire damage. If the Bomb Barrel is ignited, it explodes after 6 seconds (at the end of the next turn, in which it was ignited).

If Brigand Vvulf is encountered without his Bomb Barrel, his **Challenge** is 11.

VVULF'S BRIGANDS

Among the Highwayman, Bandits and Brigands, there are none whose infamy can match the reputation of Vvulf's Brigands. Vvulf's Brigands are a battalion consisting of the most battle hardened marauders the land has to offer.



BRIGAND RAIDER

Medium humanoid, neutral evil

Armor Class 17 (splint)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (0)	10 (0)	12 (+1)

Saving Throws Str +5, Dex +5
Skills Athletics +5, Intimidation +3
Senses passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Pack Tactics. The Brigand Raider has advantage on an attack roll against a creature if at least one of the Brigand Raider's allies is within 5 feet of the creature and the ally isn't incapacitated.

No Mercy (1/turn). Once per turn, the Brigand Raider can deal an extra 10 (3d6) damage to a creature they hit with a weapon attack and has advantage on the Attack roll.

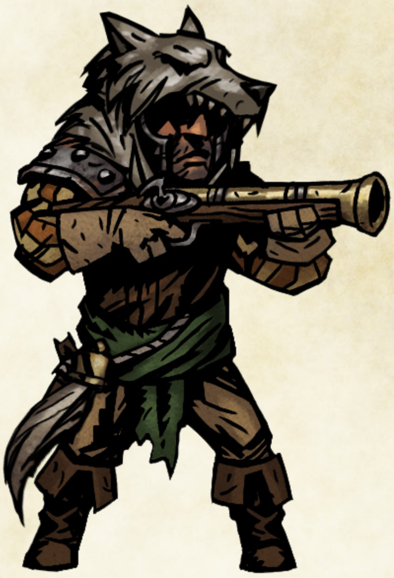
ACTIONS

Multiattack. The Brigand Raider makes 3 weapon attacks, 2 with their long sword and one with their short sword.

Long Sword (One Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Vvulf himself, a man of savage strength and indomitable build, leads these men with unquestioned authority. Their raids are akin to natural disasters, a storm of greed and depravity commanded by the ferocious howl of Vvulf.



BRIGAND HUNTER

Medium humanoid, neutral evil

Armor Class 17 (splint)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	11 (0)	12 (+1)	10 (0)

Saving Throws Str +4, Dex +6
Skills Intimidation +2, Perception +5
Senses passive Perception 15
Languages Common
Challenge 4 (1,100 XP)

Pack Tactics. The Brigand Hunter has advantage on an attack roll against a creature if at least one of the Brigand Raider's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Brigand Hunter makes 2 weapon attacks.

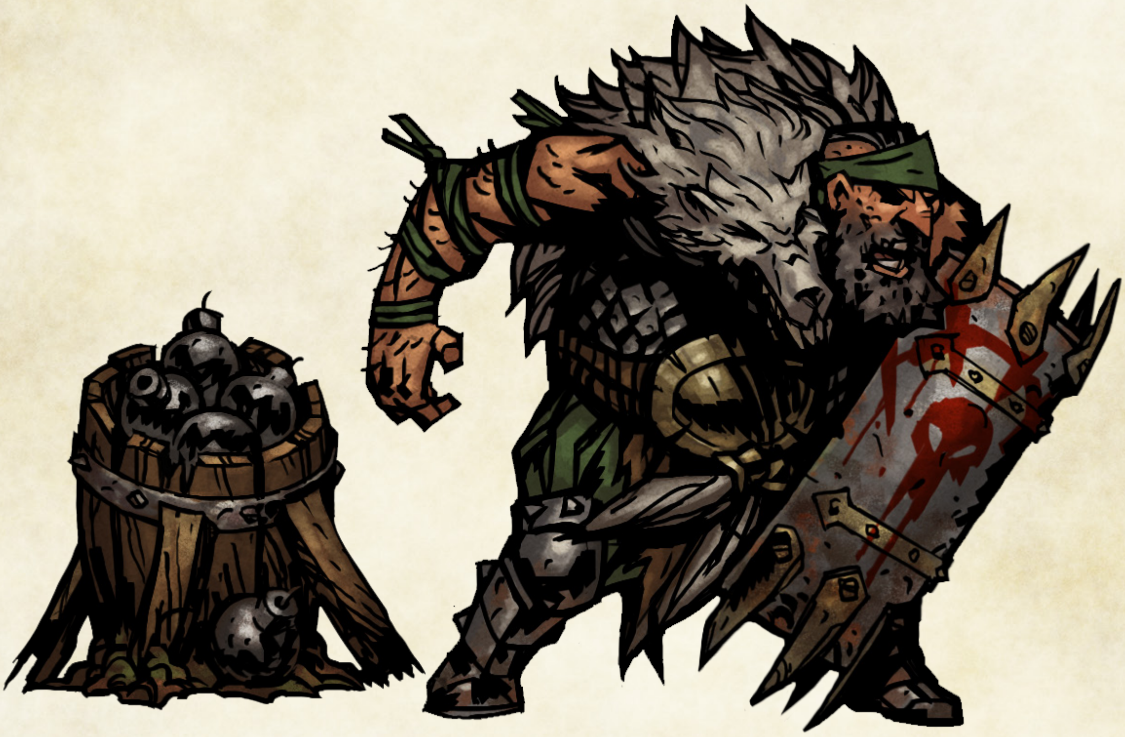
Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Musket. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Blanket Fire. The Fusilier fires a buckshot in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save a creature takes 10 (4d4) piercing damage, cannot use bonus actions and reactions, and its speed is reduced by 0 feet until the start of the Fusilier's next turn. On a successful save a creature takes half as much damage and suffers no other effects.

REACTIONS

Skirmish. When a hostile creature ends its turn within 5 ft. of the Brigand Hunter, they can move up to half of their speed. This movement doesn't provoke opportunity attacks.



VVULF THE BRIGAND

Medium humanoid (human), neutral evil

Armor Class 20 (Splint & Tower Shield,17 without Tower Shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +5, Con +7, Wis +6
Skills Athletics +8, Intimidation +5, Perception +6
Senses passive Perception 16
Languages Common, Dwarven, Halfling
Challenge 12 (8,400 XP)

Bomb Supply. When Vvulf the Brigand is within 5 feet of his bomb barrel, he can use an action to recharge his Bomb action.

Brute. A melee weapon deals one extra die of its damage when Vvulf the Brigand hits with it (included in the attack).

Legendary Resistance (3/Day). If Vvulf the Brigand fails a saving throw, he can choose to succeed instead.

Tower Shield. Vvulf carries a large Tower Shield. If Vvulf, one of his allies, or his barrel of bombs, is subjected to an effect which allows him to make a Dexterity save for half damage, he can use a reaction to take no damage. Alternatively Vvulf can use a reaction to impose disadvantage on an attack targeting an ally or his barrel bomb. To do so, Vvulf must see the effect or attack and be wielding his Tower Shield.

ACTIONS

Multiattack. Vvulf the Brigand makes 2 weapon attacks. Vvulf can replace one weapon attacks with a Warcry.

Tower Shield Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a medium or smaller sized creature, it must succeed on a DC 16 Strength savng throw or is pushed 5 ft. away from Vvulf.

Warcry. Vvulf unleashes a howling warcry to intimidate his foes. Every hostile creature, that can hear Vvulf, within 20 ft. of him must succeed on a DC 15 Wisdom saving throw or become intimidated for 1 minute. When an intimidated creature makes an ability check or attack roll, it must roll a 1d6 and subtract the number rolled from the ability check or attack roll. An intimidated creature can repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that is immune to being frightened succeeds on the save automatically. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vvulf's Warcry for the next 24 hours.

Bomb (Recharge 5-6). Vvulf throws a Bomb at a point within 40 feet of him. At the end of his turn, it explodes in a 10 foot radius. Each creature in the blast must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save and half as much on a successful one.

LEGENDARY ACTIONS

Vvulf the Brigand can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vvulf the Brigand regains spent legendary actions at the start of his turn.

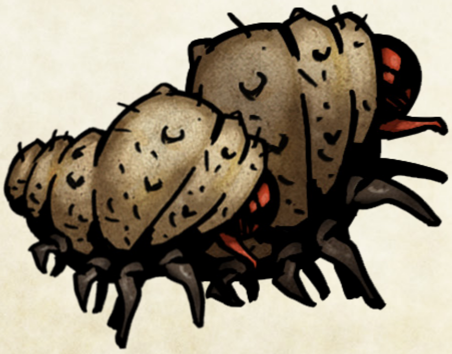
Move. Brigand Vvulf moves up to half of his speed without provoking opportunity attacks.
Warcry. Brigand Vvulf unleashes a warcry.
"Get Them!" (1/Round). A Brigand Raider or Hunter within 40 ft. of Vvulf, who can hear him, uses a reaction to move up to half of their speed and make an attack against a creature in range.
Attack (2 Actions). Vvulf makes a weapon attack.
Resupply (2 Actions). If Vvulf is within 5 feet of his bomb barrel, he recharges his Bomb action.

Beasts

Beasts are savage animals that have been tainted by the spreading darkness or awakened by those who trespass into their ancient domain.

Maggot

Maggots are the larval form of the common housefly. They are encountered anywhere where death is prevalent and rotting flesh is in abundance, but the ones around the Estate seem far larger and more aggressive than normal. Speculations as to why they have grown to immense size instead of pupating and maturing into flies. One possibility is that the corruption plaguing the Estate prevents them from maturing any further. Another is that feeding on the corpses' left-overs from the Ancestor‘s experiments in necromancy caused changes within them.



Maggot

Tiny beast, unaligned

Armor Class 11
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (0)	2 (-4)	8 (-1)	3 (-4)

Damage Resistance poison
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/8 (25 XP)

Disease Carrier. A maggot has a 25% chance of carrying a disease determined by the Dungeon Master.

Crawling Movement. The maggot's movement is not impeded by difficult terrain.

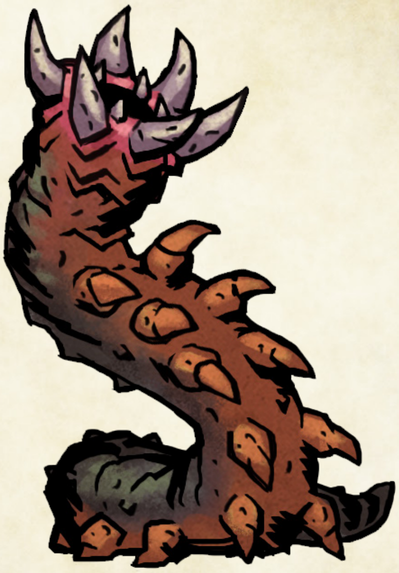
Actions

Nibble. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. The target must succeed on a DC 10 Constitution saving throw or is poisoned until the end of its next turn.

Carrion Eater

The carrion eaters were originally meek, worm-like scavengers that lived short and pathetic lives in the warrens as they fed upon the tiny bits of waste dripping into the sludge-filled tunnels they called home. All of that changed when the Swine Folk started occupying the Warrens; their less-than-refined eating habits brought much more generous amounts of scraps for the carrion eaters to eat and thrive off.

Now the carrion eaters crawl happily within the filth and grime of the plague-soaked corridors, or any other place that is luring them with the smell of death and decay, spreading sickness and disease on whatever they can sink their grotesque fangs into.



Carrion Eater

Small beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 13 (3d6 + 3)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Damage Resistance poison
Senses darkvision 120 ft., passive Perception 10
Languages -
Challenge 1/8 (25 XP)

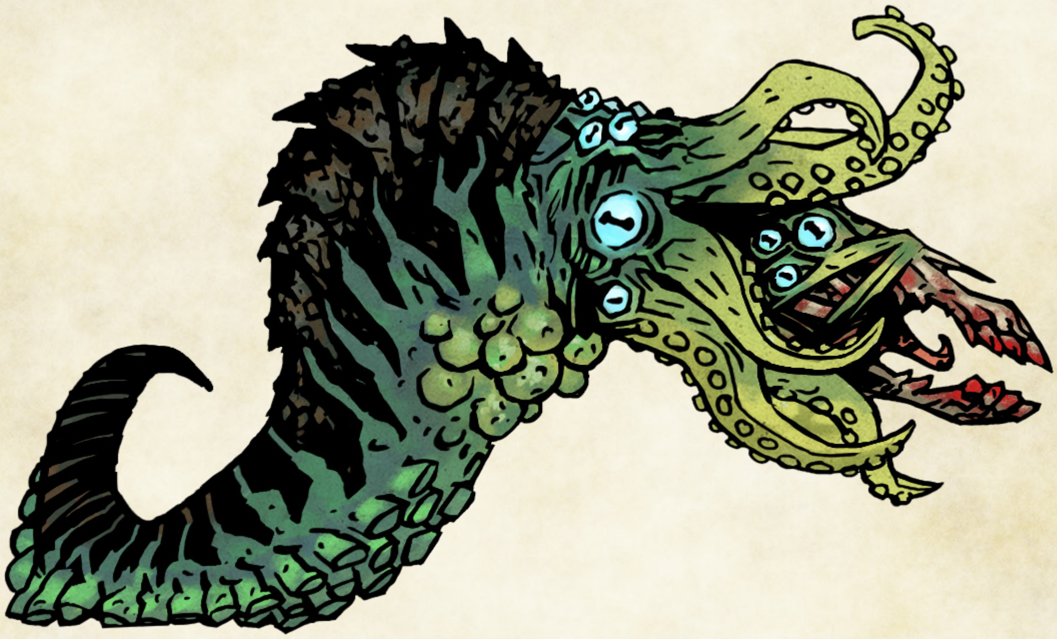
Disease Carrier. A carrion eater has a 25% chance of carrying a disease determined by the Dungeon Master.

Keen Smell. The carrion eater has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion eater can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) poison damage.



LARGE CARRION EATER

The horrors of the Estate and its surrounding areas provide the groveling carrion eaters with a rich supply of sustenance. But among the rotten flesh lies a corruption that goes further than just mere decay. As the carrion eaters feed upon all decaying bodies they find, many of them are far removed from the natural world.
The consumption of the corrupted and otherworldly flesh caused many of the native carrion eaters to grow and mutate to grotesque monsters that now have acquired a taste for the forbidden flesh of otherworldly beings. Though it may have developed a unique appetite, it is still an opportunistic scavenger in nature and will not pass on a more worldly morsel, should the opportunity present itself.

LARGE CARRION EATER

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	16 (+3)	2 (-4)	11 (0)	3 (-4)

Damage Resistance poison
Senses blindsight, 10 ft., darkvision 120 ft., passive Perception 10
Languages -
Challenge 4 (1,100 XP)

Keen Smell. The large carrion eater has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The large carrion eater can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Devour. The large carrion eater has advantage on all attacks against a creature it has grappled.

ACTIONS

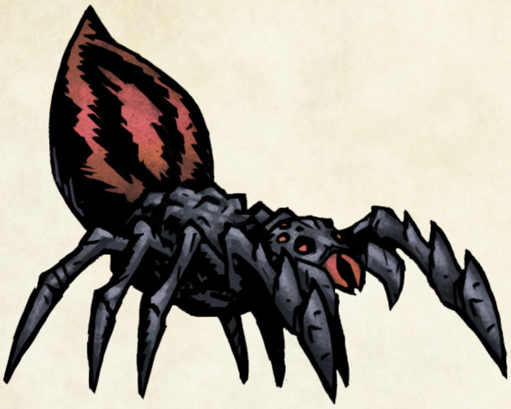
Multiattack. The large carrion eater makes 2 attacks, one with its tentacles and one with its bite.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning. The target is grappled, escape DC 13, and until the grapple ends the large carrion eater can't attack another target with its tentacles.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, plus 9 (2d8) extra damage if the attack was made with advantage.

SPIDERS

As the corruption spread across the Estate, its malefic influence turned many mostly harmless creatures into monstrous beasts. The Spiders being an excellent example of this. Once upon a time, these arachnids were a small, native species that solely preyed upon other small insects and arachnids. However, as the corruption took hold, it caused them to grow to immense size and enhanced their innate abilities and strength which has allowed them to prey on larger game, including humans. Unlike most other spiders, which are solitary hunters, these ones are highly social and often hunt in groups.



WEBBER

Small beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Spider Climb. The webber can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the webber knows the exact location of any other creature in contact with the same web.

Web Walker. The webber ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

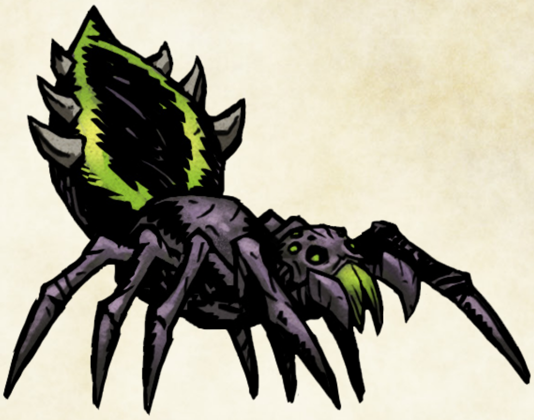
Web (Recharge 4-6). The Webber fires a web at a creature within 40 ft. of itself. The target must succeed on a DC 11 dexterity saving throw or is restrained by webs. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.

WEBBER

Webbers are widely considered to be the females of their species due to their more washed out colors and markings. Instead of generating venom, the females are capable of producing webbing which they can use to create their nests and to catch prey.

SPITTER

Spitters are widely considered to be the males of their species, due to their bright colors and spiked abdomens. Unlike the females, which are capable of producing webbing, the males are able to spit blobs of caustic venom from their mandibles with deadly accuracy.



SPITTER

Small beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Spider Climb. The spitter can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spitter knows the exact location of any other creature in contact with the same web.

Web Walker. The spitter ignores movement restrictions caused by webbing.

ACTIONS

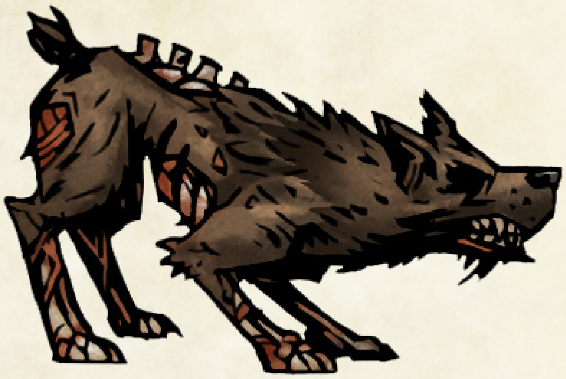
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

Spit Venom. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) poison damage.

Artwork by Red Hook Studios **Created by DM Tuz**

RABID GNASHER

These poor beasts were warped and twisted to bear the likeness of the corrupted Weald; a blackened evil that seeks nothing but death. The Gnashers are very agile beasts found in the Weald, and will never be alone, for they hunt in menacing packs surrounding the area. On rare occasions, they accompany Brigands on their vicious raids.
Their howls and snarling can be heard echoing through the thickened groves, always scanning its prey and waiting for the chance to strike.



RABID GNASHER

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 10 (3d8 - 3)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	9 (-1)	2 (-4)	10 (0)	4 (-3)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/8 (25 XP)

Hit and Run. When the gnasher makes an attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Keen Smell. The gnasher has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

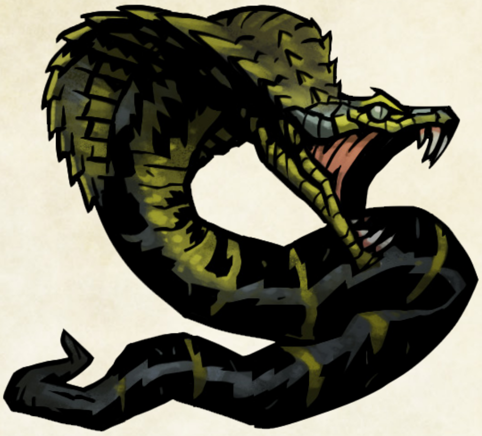
Created by DM Tuz

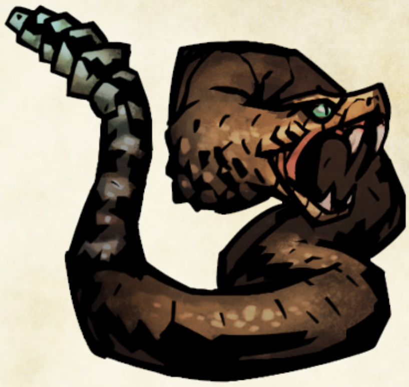
Artwork by Red Hook Studios

SNAKES

These exotic creatures hail from the warm lands far beyond the Estate. These ruthless creatures dominate a hostile environment of heat and sand, growing into relentless killers that stalk their prey across the dunes.

How these creatures ended up in the Estate is a mystery. Perhaps a reckless collector had some of their specimens escape into the wilds. But mayhaps these scaled beasts came of their own volition. Pursuing an alluring prey of beauty that escaped their fangs once at a great price. They never could forget their prey, and neither could their prey forget the snake's fangs.





PLISKIN

small beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage. The target must make a DC 11 Constitution saving throw taking the poison damage on a failed saving throw, and half as much on a successful one.

Venomous Gleek. The pliskin spits deadly poison at a creature it can see within 30 feet of itself. The target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) poison damage.

RATTLER

small beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 1/2 (100 XP)

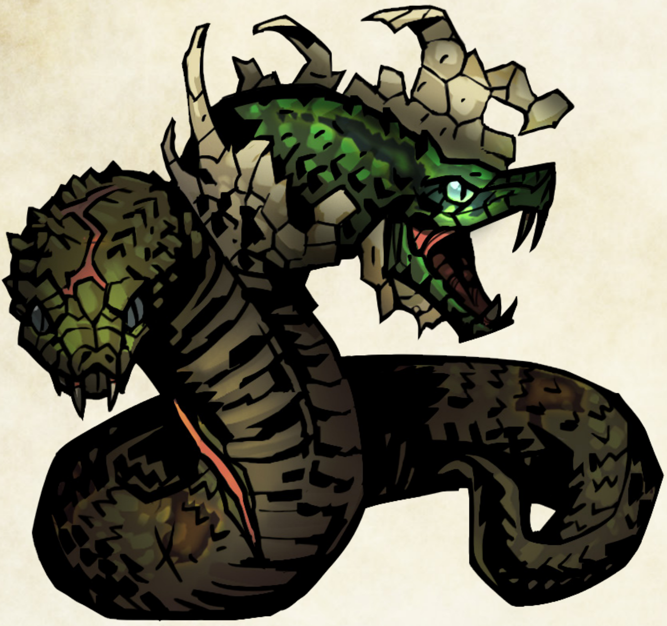
ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Warning Rattle. The rattler begins to rattle its tail and takes a defensive stance until the beginning of its next turn. While the Rattler is in this stance, any enemy creature that starts its turn within 20 feet of the rattler or enters the area for the first time during its turn, must make a DC 11 Wisdom saving throw. On a failure a creature has disadvantage on any attack rolls that do not target the rattler until the end of the rattler's next turn. Creatures that can't see and hear the rattler, and that are immune to being frightend are not affected.

REACTIONS

Lashing Bite. When an enemy creature within 5 feet of the rattler makes an attack while the rattler rattles its tail, the rattler makes a bite attack against that creature. To do this the rattler must see the enemy.



Adder

Large beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 1 (200 XP)

Two Heads. The adder has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconcious.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or is poisoned until the end of its next turn.

Adder's Fang. The adder fires a poison loaded dart at a creature within 60 feet of itself that it can see. The creature must succeed on a DC 12 Dexterity saving throw or is hit by the poison dart and suffers 3 (1d6) piercing damage. The creature takes 5 (2d4) poison damage at the beginning of each of its turns for one minute or until a creature spends an action to remove the dart from its body.

Molt (1/Long Rest). The adder sheds its skin and regains 9 (2d8) hit points. It also ends any lasting effect or condition of non-magical origin that is affecting the Adder, such as Alchemist's Fire or poison.

Veteran Beasts

Maggot Swarm

Medium swarm of tiny beasts, unaligned

Armor Class 11
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (0)	2 (-4)	8 (-1)	3 (-4)

Damage Resistance poison, bludgeoning, piercing and slashing
Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Disease Carrier. A maggot swarm has a 25% chance of carrying a disease determined by the Dungeon Master.

Crawling Movement. The maggot swarm's movement is not impeded by difficult terrain.

Actions

Nibbles (Swarm Has More Than Half HP). *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage. The target must succeed on a DC 10 Constitution saving throw or is poisoned until the end of its next turn.

Nibbles (Swarm Has Less Than Half HP). *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage. The target must succeed on a DC 10 Constitution saving throw or is poisoned until the end of its next turn.

Corpse Eater

Small beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 33 (6d6 + 12)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	2 (-4)	10 (0)	3 (-4)

Damage Resistance poison
Senses darkvision 120 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

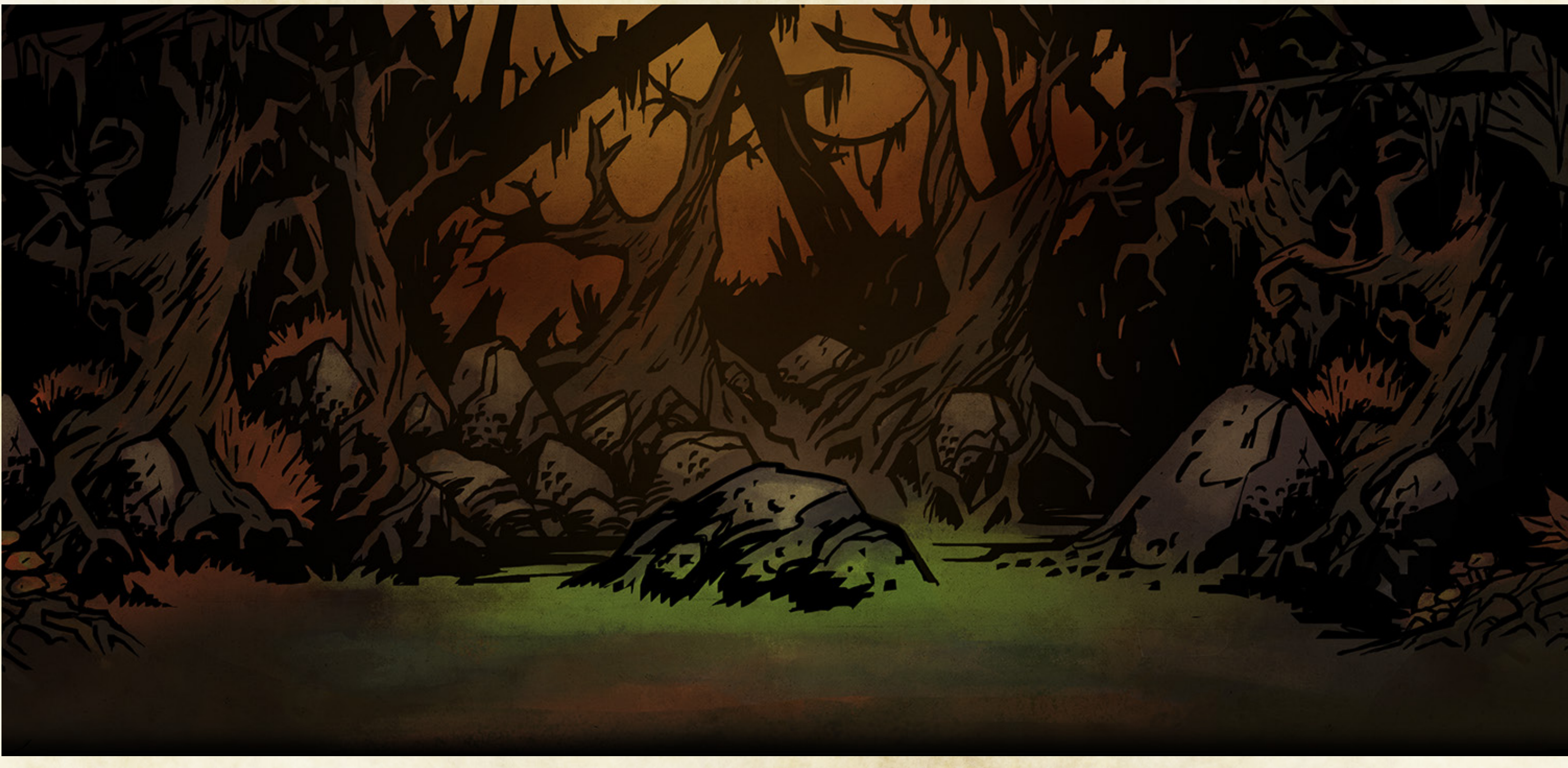
Disease Carrier. A corpse eater has a 25% chance of carrying a disease determined by the Dungeon Master.

Keen Smell. The corpse eater has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The corpse eater can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) poison damage.



OVERGROWN WEBBER

Small beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	2 (-4)	11 (0)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Spider Climb. The webber can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the webber knows the exact location of any other creature in contact with the same web.

Web Walker. The webber ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 5 (2d4) poison damage.

Web Shot. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* If the target is a large or smaller creature, it is restrained by webs until the end of the Webber's next turn. The target or a creature within 5 ft. of it can spend an action to remove the webs.

Web (1/Short Rest). The Webber shoots a 15 ft square sticky web at a point within 30 ft. of itself. The web is difficult terrain and thinly covers the ground. Each creature that starts its turn in the web or enters it during its turn must succeed on a DC 12 Dexterity saving throw or becomes restrained as long as it remains in the web or until it breaks free. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The web remains for an hour.

OVERGROWN SPITTER

Small beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	2 (-4)	11 (0)	3 (-4)

Skills Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Spider Climb. The spitter can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Takedown. The first time in a turn the spitter hits a creature with an attack it made with advantage, it deals an additional 7 (2d6) damage.

Web Sense. While in contact with a web, the spitter knows the exact location of any other creature in contact with the same web.

Web Walker. The spitter ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 5 (2d4) poison damage.

Spit Venom. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) poison damage.

CRAZED GNASHER

Medium beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 13 (3d8)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (0)	2 (-4)	11 (0)	4 (-3)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/2 (100 XP)

Hit and Run. When the gnasher makes an attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Keen Smell. The gnasher has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The gnasher makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Greater Pliskin

small beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	13 (+1)	3 (-4)

Skills Stealth +5
Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage. The target must make a DC 12 Constitution saving throw. On a failed save the creature takes the poison damage and is poisoned until the end of the pliskin's next turn. On a successful save a creature takes half as much damage and is not poisoned. A creature poisoned this way takes 10 (3d6) poison damage at the end of its turn.

Venomous Gleek. The pliskin spits deadly poison at a creature it can see within 30 feet of itself. The target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) poison damage.

Irritated Rattler

small beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 49 (9d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

Combat Reflexes. The rattler has an additional reaction per round that it can only use for its Lashing Bite reaction.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Warning Rattle. The rattler begins to rattle its tail and takes a defensive stance until the beginning of its next turn. While the Rattler is in this stance, any enemy creature that starts its turn within 20 feet of the rattler or enters the area for the first time during its turn, must make a DC 12 Wisdom saving throw. On a failure a creature has disadvantage on any attack rolls that do not target the rattler until the end of the rattler's next turn. Creatures that can't see and hear the rattler, and that are immune to being frightend are not affected.

Reactions

Lashing Bite. When an enemy creature within 5 feet of the rattler makes an attack while the rattler rattles its tail, the rattler makes a bite attack against that creature. To do this the rattler must see the enemy.

Sinister Adder

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Two Heads. The Adder has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconcious.

Actions

Multiattack. The Sinister Adder makes 2 bite attacks. It can replace one of its bite attacks with a quills attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Quills. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. The target must succeed on a DC 13 Constitution saving throw or is poisoned until the end of the Sinister Adder's next turn. The poisoned creature is stunned.

Adder's Fang. The adder fires a poison loaded dart at a creature within 60 feet of itself that it can see. The creature must succeed on a DC 13 Dexterity saving throw or is hit by the poison dart and suffers 7 (2d6) piercing damage. The creature takes 10 (4d4) poison damage at the beginning of each of its turns for one minute or until a creature spends an action to remove the dart from its body.

Molt (1/Long Rest). The adder sheds its skin and regains 18 (4d8) hit points. It also ends any lasting effect or condition of non-magical origin that is affecting the Adder, such as Alchemist's Fire or poison.

Champion Beasts

Bulbous Maggot Swarm

Medium swarm of tiny beasts, unaligned

Armor Class 14
Hit Points 33 (6d8 +6)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Damage Resistance poison, bludgeoning, piercing and slashing
Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Disease Carrier. A bulbous maggot swarm has a 50% chance of carrying a disease determined by the Dungeon Master.

Crawling Movement. The maggot swarm's movement is not impeded by difficult terrain.

Actions

Nibbles (Swarm Has More Than Half HP). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 20 (8d4) piercing damage. The target must succeed on a DC 11 Constitution saving throw or is poisoned until the end of its next turn. If the target fails the saving throw by 5 or more, the poisoned target is stunned.

Nibbles (Swarm Has Less Than Half HP). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage. The target must succeed on a DC 11 Constitution saving throw or is poisoned until the end of its next turn. If the target fails the saving throw by 5 or more, the poisoned target is stunned.

Flesh Eater

Small beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 71 (11d6 + 33)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3
Damage Resistance poison
Senses darkvision 120 ft., passive Perception 13
Languages -
Challenge 3 (700 XP)

Keen Smell. The flesh eater has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The flesh eater can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Virulent Host. A flesh eater carries many horrific diseases. When the Flesh eater hits and inflicts damage on a creature with its bite, the creature must succeed on a DC 13 Constitution saving throw or is poisoned, as if afflicted by the *Contagion* spell. Once a creature made made its saving throw, regardless of success or failure, it becomes immune to this effect for 24 hours.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (6d6 + 3) piercing damage plus 10 (4d4) poison damage.

LARGE FLESH EATER

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	2 (-4)	13 (+1)	3 (-4)

Saving Throws Con +6
Skills Perception +4
Damage Resistance poison
Senses blindsight, 10 ft., darkvision 120 ft., passive Perception 14
Languages -
Challenge 4 (1,100 XP)

Keen Smell. The large flesh eater has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The large flesh eater can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Devour. The large flesh eater has advantage on all attacks against a creature it has grappled.

ACTIONS

Multiattack. The large flesh eater makes 3 attacks, two with its tentacles and one with its bite. If both tentacles attacks hit the same target, it is restrained until the grapple ends.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 4) bludgeoning. The target is grappled, escape DC 15, and until the grapple ends the large flesh eater can't attack another target with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, plus 9 (2d8) extra damage if the attack was made with advantage.

ANCIENT WEBBER

Small beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Spider Climb. The webber can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the webber knows the exact location of any other creature in contact with the same web.

Web Walker. The webber ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The webber makes 2 attacks with its bite or its web shot.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

Web Shot. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* If the target is a large or smaller creature, it is restrained by webs until the end of the Webber's next turn. The target or a creature within 5 ft. of it can spend an action to remove the webs.

Web (1/Short Rest). The Webber shoots a 15 ft square sticky web at a point within 30 ft. of itself. The web is difficult terrain and thinly covers the ground. Each creature that starts its turn in the web or enters it during its turn must succeed on a DC 12 Dexterity saving throw or becomes restrained as long as it remains in the web or until it breaks free. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The web remains for an hour.

Ancient Spitter

Small beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Spider Climb. The spitter can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Takedown. The first time in a turn the spitter hits a creature with an attack it made with advantage, it deals an additional 10 (3d6) damage.

Web Sense. While in contact with a web, the spitter knows the exact location of any other creature in contact with the same web.

Web Walker. The spitter ignores movement restrictions caused by webbing.

Actions

Multiattack. The spitter makes 2 attacks with its bite or spit.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

Spit Venom. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) poison damage.

Harrying Gnasher

Medium beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 337 (7d8 + 6)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+2)	16 (+3)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

Hit and Run. When the gnasher makes an attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Keen Smell. The gnasher has advantage on Wisdom (Perception) checks that rely on smell.

Rabid Rush. Before attacking, the Harrying Gnasher can choose to make its attacks with advantage. If it does, it scores critical hits on a roll of 19 or 20 and attacks against it have advantage until the beginning of its next turn.

Actions

Multiattack. The gnasher makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Terrifying Pliskin

small beast, unaligned

Armor Class 17 (Natural Armor)
Hit Points 58 (9d6 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	2 (-4)	14 (+2)	3 (-4)

Skills Stealth +6
Senses blindsight 10 ft. passive Perception 12
Languages -
Challenge 4 (1,100 XP)

Lethal Poison. The Pliskin's doubles its proficiency bonus for its poison DC (included in the attacks).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 14 (4d6) poison damage. The target must make a DC 15 Constitution saving throw. On a failed save the creature takes the poison damage and is poisoned until the end of the pliskin's next turn. On a successful save a creature takes half as much damage and is not poisoned. A creature poisoned this way takes 14 (3d6) poison damage at the end of its turn.

Venomous Gleek. The pliskin spits deadly poison at a creature it can see within 30 feet of itself. The target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) poison damage.

Enraged Rattler

small beast, unaligned

Armor Class 17 (Natural Armor)
Hit Points 78 (12d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Combat Reflexes. The rattler has an additional reaction per round that it can only use for its Lashing Bite reaction.

Coil. As long as the rattler takes its defensive stance and rattles its tail, ranged attacks against it are made with disadvantage.

Actions

Multiattack. The Enraged Rattler makes a bite attack and uses its Warning Rattle.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Warning Rattle. The rattler begins to rattle its tail and takes a defensive stance until the beginning of its next turn. While the Rattler is in this stance, any enemy creature that starts its turn within 20 feet of the rattler or enters the area for the first time during its turn, must make a DC 13 Wisdom saving throw. On a failure a creature has disadvantage on any attack rolls that do not target the rattler until the end of the rattler's next turn. A creature that fails the saving throw by more than 5 is frightened of the Rattler until the end of its turn instead. Creatures that can't see and hear the Rattler, and that are immune to being frightend are not affected.

Reactions

Lashing Bite. When an enemy creature within 5 feet of the rattler makes an attack while the rattler rattles its tail, the rattler makes a bite attack against that creature. To do this the rattler must see the enemy.

Nightmarish Adder

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11
Languages -
Challenge 7 (2,900 XP)

Two Heads. The Adder has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconcious.

Actions

Multiattack. The Sinister Adder makes 2 bite attacks and one attack with its quills or uses its Adder's Fang.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

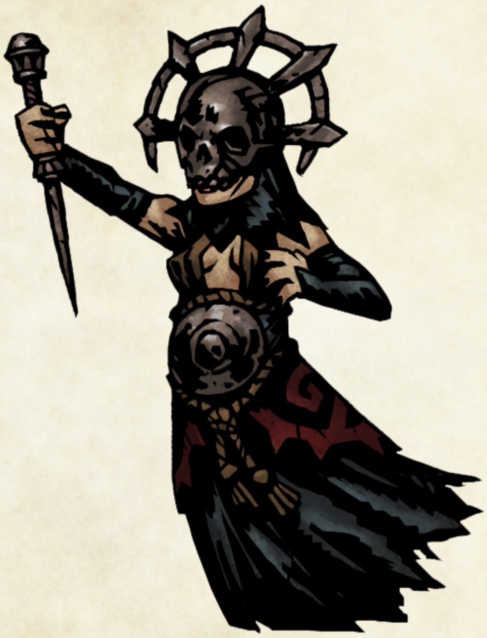
Quills. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or is poisoned until the end of the Sinister Adder's next turn. The poisoned creature is paralyzed.

Adder's Fang. The adder fires a poison loaded dart at a creature within 60 feet of itself that it can see. The creature must succeed on a DC 15 Dexterity saving throw or is hit by the poison dart and suffers 7 (2d6) piercing damage. The creature takes 10 (4d4) poison damage at the beginning of each of its turns for one minute or until a creature spends an action to remove the dart from its body.

Molt (1/Long Rest). The adder sheds its skin and regains 27 (6d8) hit points. It also ends any lasting effect or condition of non-magical origin that is affecting the Adder, such as Alchemist's Fire or poison.

CULTISTS

Devoted and fanatical followers of the Old Gods, they were drawn to the Estate by either witnessing visions of or hearing rumors about the thing that sleeps within the depths of the Darkest Dungeon. Up until recently, these heretics used to practice their dark and blasphemous religion in secret; far away from the ever watchful eye of the Church of Light. However, now that their ranks have grown substantially in both number and strength, they have begun to conduct their unholy rituals and human sacrifices openly; all in the hopes of awakening the god which lies slumbering below and joining it in glorious ascension.



CULTIST ACOLYTE

Medium humanoid, neutral evil

Armor Class 13 (cultist garbs)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (0)	11 (0)	8 (-1)	16 (+3)

Senses passive Perception 9
Languages Common, Deep Speech
Challenge 1/2 (100 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Spellcasting. The cultist is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast, Mage Hand*
1st-2nd level (2 2nd-level slots): *Arms of Hadar, Cause Fear, Command, Ray of Enfeeblement.*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

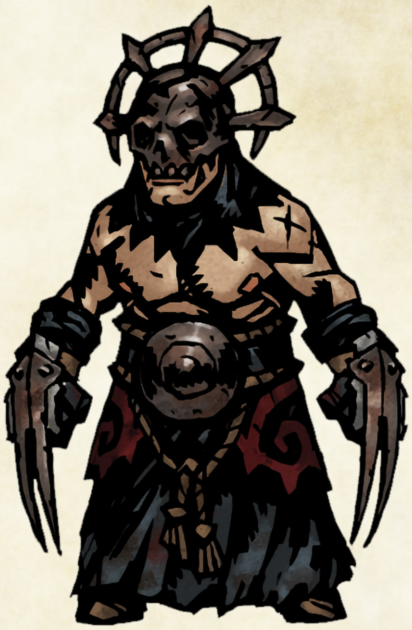
Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d10) force damage.

CULTIST ACOLYTE

Acolytes are the dark priestesses of their religion. While Acolytes lack raw physical strength, they make up for it by using their unholy and arcane incantations to ravage the minds of those who cross their path.

CULTIST BRAWLER

Cultist Brawlers serve as the assistants and bodyguards to the Cultist Acolytes. They use their sharpened blades to inflict deep, gaping wounds on their victims. They constantly patrol the various areas of the Estate in search of new sacrifices or to slaughter any who would dare oppose their mission.



CULTIST BRAWLER

Medium humanoid, neutral evil

Armor Class 11
Hit Points 33 (6d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	8 (-1)	11 (0)

Senses passive Perception 9
Languages Common, Deep Speech
Challenge 1/2 (100 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

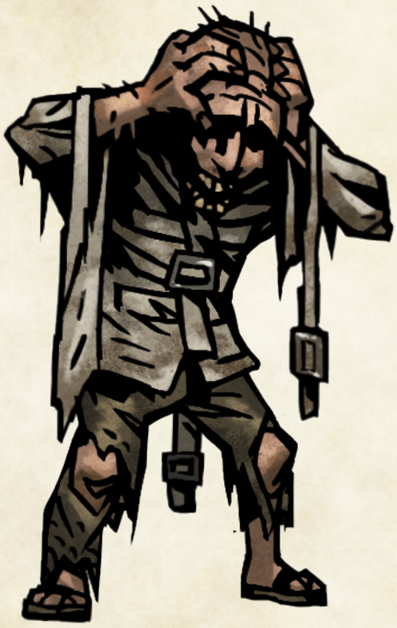
ACTIONS

Multiattack. The cultist brawler makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Madman

A deranged lunatic who recently escaped from the local asylum. Ceaselessly tormented by terrifying visions and revelations they traveled to the Estate in the hopes of finally finding the source of what haunts their mind. However, what they found there did not give them peace, but instead drove them over the edge into the infinite depths of madness.
With his mind fully broken, he aimlessly wanders the Estate, driving any poor souls, who are unfortunate enough to cross his path, insane with his litany of curses, insane ramblings, and terrible revelations.



Madman

Medium humanoid, chaotic neutral

Armor Class 14 (straitjacket)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (0)	10 (0)	5 (-3)	13 (+1)

Damage Vulnerabilities psychic
Senses passive Perception 7
Languages Common
Challenge 1/2 (100 XP)

Doomsaying. Any creature that ends its turn within 20 feet of the Madman and can hear it, must succeed on a DC 11 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the beginning it's next turn.

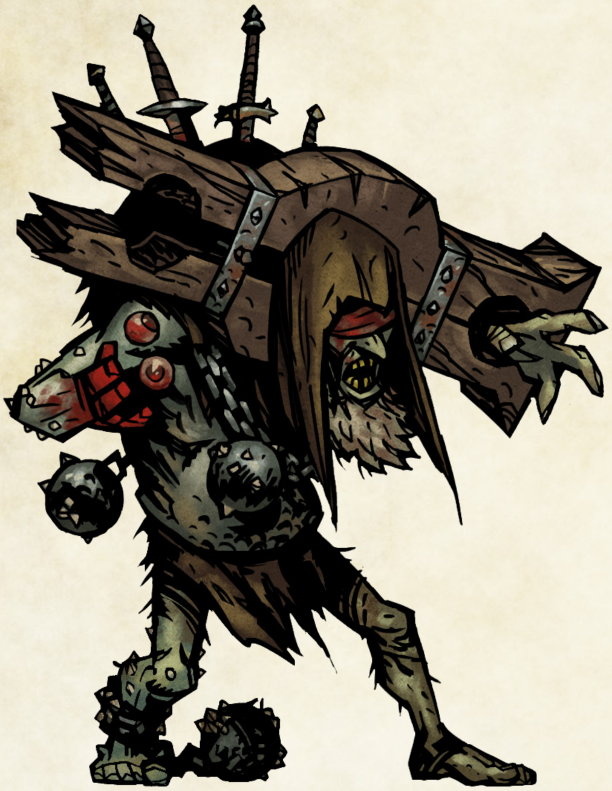
Innate Spellcasting. The madman's spellcasting ability is Charisma (spell save DC 11). The madman can innately cast the following spells, requiring no material components:

2/day: *Dissonant Whispers*

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Accusation. A creature within 60 feet that can hear the Madman must succeed on a DC 11 Wisdom saving throw or takes 3 (1d6) psychic damage and has disadvantage on the next attack roll it makes before the end of the madman's next turn.



THE PROPHET

Around the same time the Ancestor began the excavations beneath the Manor, there arrived a man at the Hamlet, and he decried publicly that the Ancestor was a harbinger of doom if he wasn‘t stopped. While appearing to be a dirty homeless man, this Prophet seemed to possess an uncanny amount of knowledge about the Ancestor’s ambitions and secretive experiments he had conducted. His wild prophecies gained the attention of the townsfolk, which may have sparked the Hamlet’s rebellion against the Ancestor and his blasphemous experiments.

Nothing the Ancestor did could stop this Prophet, and all murder attempts failed as well, doing nothing to quell the growing worries and suspicions of the townsfolk about him and his secret experiments. The Ancestor eventually lured the Prophet to the dig site underneath the Manor where he revealed all of his plans to the Prophet and showed him what he had dug up, resulting in the Prophet completely losing what sanity he had left, tearing out his own eyes and running away, screaming that the end was upon us all.

Today, the Blind Prophet continues his apocalyptic ravings in the darkness of the Ruins, becoming the leader of the Cultists who wander the land. Instead of warning people of the coming doom, he uses his power of prognostication to tell his new flock about the wonders their new god will bring, what wondrous gifts the new god will bestow upon the faithful, and the new world their new god will create for them when he finally awakens from his countless eons of slumber.

Excavations beneath the manor were well underway, when a particularly ragged indigent arrived in the hamlet. This filthy, toothless miscreant boasted an uncanny knowledge of my ambitions and prognosticated publicly that, left unchecked, I would soon unleash doom upon the world.

SONOROUS PROPHET

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	16 (+3)	12 (+1)	7 (-2)	16 (+3)

Saving Throws Wis +1, Cha +6
Damage Immunities poison
Conditions Immunities poisoned, exhaustion, charmed, blinded
Senses blindsight 120 ft. (blind beyond), passive Perception 8
Languages Common
Challenge 5 (1,800 XP)

***Legendary Resistance* (1/Day).** If the prophet fails a saving throw, he can choose to succeed instead.

Rubble Of Ruin. Any creature that is under the effect of Calamitous Prognostication must make a DC 14 Dexterity saving throw at the beginning of the prophets turn, as calamity strikes. On a failed save, the target is hit by a falling object and takes 27 (6d8) bludgeoning damage. After the creature made its saving throw, it is no longer under the effect of Calamitous Prognostication.

ACTIONS

Multiattack. The prophet uses Calamitous Prognostication, he then makes a slam attack, fulminates, or uses Eyes on You.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Calamitous Prognostication. The prophet foresees doom for a visible creature within 120 feet of himself.

Fulminate. The prophet unleashes the foul vapours within his own decomposing body. Each creature in a 20-foot-radius centered on the prophet must make a DC 14 Constitution saving throw. On a failed save a creature takes 10 (3d6) poison damage and is poisoned until the end of its next turn. On a successful save the creature takes half as much damage and is not poisoned.

Eyes On You. A visible creature within 120 feet of the Prophet that can see him must succeed on a DC 14 Wisdom saving throw or takes 7 (2d6) psychic damage and is stunned until the end of its next turn.

Veteran Cultists

Cultist Enchanter

Medium humanoid, neutral evil

Armor Class 14 (cultist garbs)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (0)	8 (-1)	18 (+4)

Skills Perception +1
Senses passive Perception 11
Languages Common, Deep Speech
Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Eldritch Pull. The first time in a turn the cultist hits a creature with their Eldritch Blast, the creature is pulled up to 10 ft. towards the cultist.

Spellcasting. The cultist is a 9th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast, Mage Hand, Thaumaturgy*
1st-4th level (2 4th-level slots): *Arms of Hadar, Cause Fear, Command, Ray of Enfeeblement, Dispel Magic, Hypnotic Pattern, Blight.*

Actions

Multiattack. The cultist fires two eldritch blasts.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 4) force damage.

Cultist Gladiator

Medium humanoid, neutral evil

Armor Class 14 (unarmed defense)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	9 (-1)	8 (-1)	12 (+1)

Skills Athletics +5
Senses passive Perception 9
Languages Common, Deep Speech
Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

Unarmed Defense. When the cultist is not wearing any armor, their armor class equals 10 + their Dexterity modifier + their Constitution modifier.

Actions

Multiattack. The cultist gladiator makes 3 claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Frothing Madman

Medium humanoid, chaotic neutral

Armor Class 15 (straitjacket)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	14 (+2)	11 (0)	7 (-2)	16 (+3)

Saving Throws Dex +6
Damage Vulnerabilities psychic
Senses passive Perception 8
Languages Common
Challenge 2 (450 XP)

Doomsaying. Any creature that ends its turn within 20 feet of the madman and can hear it, must succeed on a DC 13 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the beginning it's next turn.

Innate Spellcasting. The madman's spellcasting ability is Charisma (spell save DC 13). The madman can innately cast the following spells, requiring no material components:

3/day: *Dissonant Whispers (3rd Level)*

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Accusation. A creature within 60 feet that can hear the madman must succeed on a DC 13 Wisdom saving throw or takes 7 (2d6) psychic damage and has disadvantage on the next attack roll it makes before the end of the madman's next turn.

FULMINATING PROPHET

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	18 (+4)	13 (+1)	8 (-1)	17 (+3)

Saving Throws Con +8, Wis +3, Cha +7
Damage Immunities poison
Conditions Immunities poisoned, exhaustion, charmed, blinded
Senses blindsight 120 ft. (blind beyond), passive Perception 9
Languages Common
Challenge 9 (5,000 XP)

Legendary Resistance (3/Day). If the prophet fails a saving throw, he can choose to succeed instead.

Rubble Of Ruin. Any creature that is under the effect of Calamitous Prognostication must make a DC 15 Dexterity saving throw at the beginning of the prophets turn, as calamity strikes. On a failed save, the target is hit by a falling object and takes 36 (8d8) bludgeoning damage. After the creature made its saving throw, it is no longer under the effect of Calamitous Prognostication.

ACTIONS

Multiattack. The prophet uses Calamitous Prognostication, he then makes two slam attack, fulminates, or uses Eyes on You.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Calamitous Prognostication. The prophet foresees doom for a visible creature within 120 feet of himself.

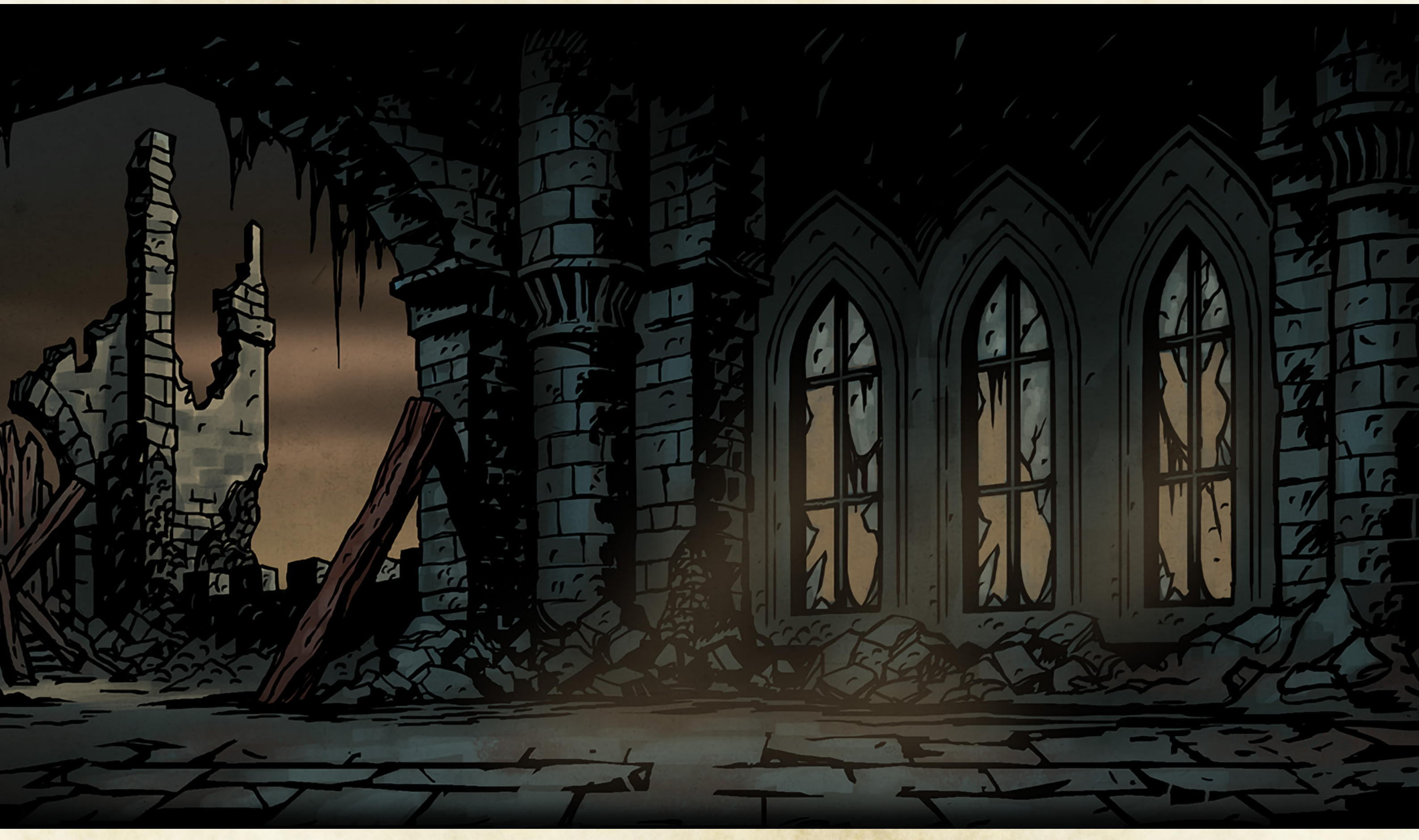
Fulminate. The prophet unleashes the foul vapours within his own decomposing body. Each creature in a 20-foot-radius centered on the prophet must make a DC 15 Constitution saving throw. On a failed save a creature takes 14 (4d6) poison damage and is poisoned for one minute. A poisoned creature takes 3 (1d6) poison damage at the beginning of its turn. On a successful save the creature takes half as much damage and is not poisoned.
A poisoned creature repeats the saving throw at the end of its turns, ending the poison on a successful save.

Eyes On You. A visible creature within 120 feet of the prophet that can see him must succeed on a DC 15 Wisdom saving throw or takes 10 (3d6) psychic damage and is stunned until the end of its next turn.

LEGENDARY ACTIONS

The prophet can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The prophet regains spent legendary actions at the start of his turn.

Move. The prophet moves up to half of his speed.
Doomsay. A creature within 60 ft. of the prophet, that can hear him, must succeed on a DC 15 Wisdom saving throw or takes 5 (2d4) psychic damage and subtracts 1d4 from its next saving throw that it makes before the end of its next turn
Slam (2 Actions). The prophet makes a slam attack.
Eyes On You (2 Actions). The prophet uses Eyes On You.



Champion Cultists

Cultist Witch

Medium humanoid, neutral evil

Armor Class 15 (cultist garbs)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	11 (0)	8 (-1)	20 (+5)

Skills Perception +2
Senses passive Perception 12
Languages Common, Deep Speech
Challenge 5 (1,800 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Eldritch Force. The first time in a turn when a creature is hit by the cultist's Eldritch Blast, the cultist pushes the creature 10 ft. away from them or pulls the creature 10 ft. towards them.

Spellcasting. The cultist is a 12th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast, Mage Hand, Thaumaturgy*
1st-5th level (2 5th-level slots): *Arms of Hadar, Cause Fear, Command, Ray of Enfeeblement, Dispel Magic, Hypnotic Pattern, Black Tentacles, Blight, Cloudkill.*
6th level: (1 6th-level slot): *Mass Suggestion*

Actions

Multiattack. The cultist fires three eldritch blasts.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 5) force damage.

Cultist Champion

Medium humanoid, neutral evil

Armor Class 15 (unarmed defense)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (0)	10 (0)	13 (+1)

Skills Athletics +8, Perception +2
Senses passive Perception 12
Languages Common, Deep Speech
Challenge 4 (1,100 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

Unarmed Defense. When the cultist is not wearing any armor, their armor class equals 10 + their Dexterity modifier + their Constitution modifier.

Actions

Multiattack. The cultist champion makes 3 claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Raving Madman

Medium humanoid, chaotic neutral

Armor Class 16 (straitjacket)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (0)	9 (-1)	16 (+3)

Saving Throws Dex +6, Con +4
Senses passive Perception 9
Languages Common, Deep Speech
Challenge 5 (1,800 XP)

Doomsaying. Any creature that ends its turn within 20 feet of the madman and can hear it, must succeed on a DC 15 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the beginning it's next turn.

Unpredictable. Attacks of opportunity made against the madman are made with disadvantage.

Innate Spellcasting. The madman's spellcasting ability is Charisma (spell save DC 15). The madman can innately cast the following spells, requiring no material components:

At will: *Dissonant Whispers* (*4th Level*)
1/day: *Confusion* (*6th Level*)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Accusation. A creature within 60 feet that can hear the Madman must succeed on a DC 15 Wisdom saving throw or takes 10 (3d6) psychic damage and is frightened until the end of the madman's next turn. If the saving throw fails by 5 or more, the frightened target can't take reactions, actions, and bonus actions.

Gibbering Prophet

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 195 (23d8 + 92)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	19 (+4)	13 (+1)	8 (-1)	18 (+4)

Saving Throws Con +9, Wis +4, Cha +9
Damage Immunities poison
Conditions Immunities poisoned, exhaustion, charmed, blinded
Senses blindsight 120 ft. (blind beyond), passive Perception 9
Languages Common
Challenge 14 (11,500 XP)

***Legendary Resistance* (*3/Day*).** If the prophet fails a saving throw, he can choose to succeed instead.

Rubble Of Ruin. Any creature that is under the effect of Calamitous Prognostication must make a DC 17 Dexterity saving throw at the beginning of the prophets turn, as calamity strikes. On a failed save, the target is hit by a falling object and takes 45 10d8) bludgeoning damage. After the creature made its saving throw, it is no longer under the effect of Calamitous Prognostication.

Actions

Multiattack. The prophet uses Calamitous Prognostication, he then makes three slam attack, fulminates, or uses Eyes on You.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Calamitous Prognostication. The prophet foresees doom for a visible creature within 120 feet of himself.

Fulminate. The prophet unleashes the foul vapours within his own decomposing body. Each creature in a 20-foot-radius centered on the prophet must make a DC 17 Constitution saving throw. On a failed save a creature takes 21 (6d6) poison damage and is poisoned for one minute. A poisoned creature takes 3 (1d6) poison damage at the beginning of its turn. On a successful save the creature takes half as much damage and is not poisoned.
A poisoned creature repeats the saving throw at the end of its turns, ending the poison on a successful save.

Eyes On You. A visible creature within 120 feet of the prophet that can see him must succeed on a DC 17 Wisdom saving throw or takes 14 (4d6) psychic damage and is stunned until the end of its next turn.

***Revelation* (*1/Day*).** The prophet shares the unholy secret which devastated his mind. Each creature in a 30-foot cone must make a DC 17. On a failed save a creature takes 28 (8d6) psychic damage and can't take reactions until the start of its next turn and rolls a d10 at the start of its turn to determine its behavior for that turn, as if afflicted by the *Confusion* spell. At the end the creature's next turn its mind purges the memory from the prophet revelation, causing it to forget the events of the past hour.

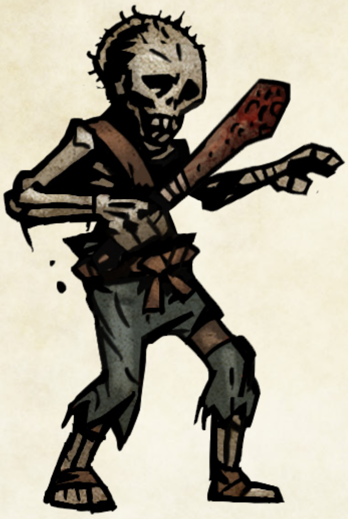
Legendary Actions

The prophet can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The prophet regains spent legendary actions at the start of his turn.

Move. The prophet moves up to half of his speed.
Doomsay. A creature within 60 ft. of the prophet, that can hear him, must succeed on a DC 17 Wisdom saving throw or takes 7 (3d4) psychic damage and subtracts 1d6 from its next saving throw that it makes before the end of its next turn
***Slam* (*2 Actions*).** The prophet makes a slam attack.
***Eyes On You* (*2 Actions*).** The prophet uses Eyes On You.

Undead

Even the dead know no rest from the evils that lurk within the Darkest Dungeon. Within the Ruins were innumerable graves of servants who, in times long past, served the family with honor and unwavering loyalty. However, when their mortal lives ended, so did their loyalties.



Bone Rabble

Medium undead, lawful evil

Armor Class 11 (armor scraps)
Hit Points 6 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

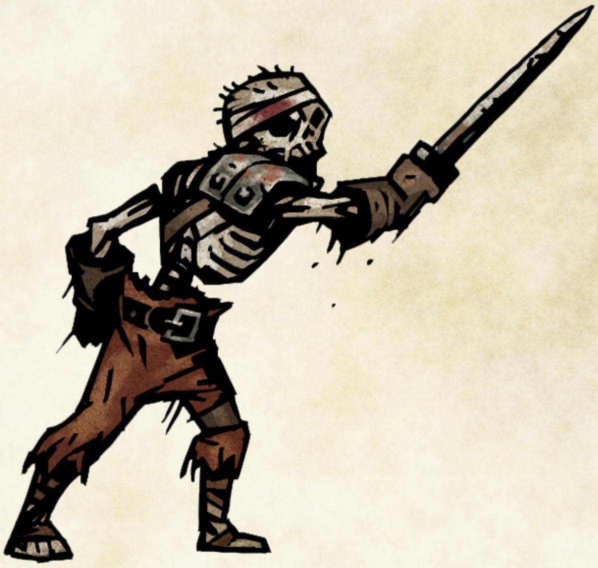
Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1/8 (25 XP)

Pile Of Bones. When killed, the bone rabble's body becomes difficult terrain.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Reanimated by the dark and unholy magics of the Necromancer and his apprentices, they serve their new master with blind, unquestioning fervor. While they normally reside in the Ruins with the rest of the undead, some have been seen assisting servants of the darkness in other areas of the Estate.



Bone Soldier

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Pile Of Bones. When killed, the bone soldier's body becomes difficult terrain.

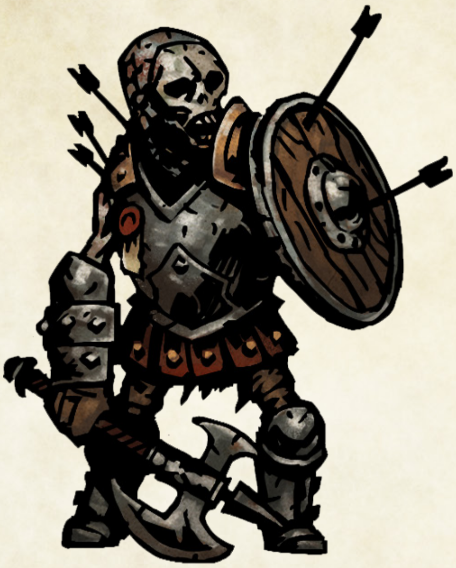
Actions

Longsword (One-handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Longsword (Two-handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

BONE DEFENDER

Once proud shieldbearers, the Bone Defenders were honorable and loyal soldiers who served the family in ages long since passed. Holding the line on the battlefield with shield and trusty axe, those who were slain on the field of battle were given a place within the crypts of the Ruins among those who fought and died on the battlefield for the family's name and glory. It protects its unholy allies with his own body, holding the line with its sturdy shield and armor.



BONE DEFENDER

Medium undead, lawful evil

Armor Class 16 (ring mail & shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Pile Of Bones. When killed, the bone defender's body becomes difficult terrain.

ACTIONS

Multiattack. The bone defender makes one battle axe and one shield bash attack.

Battle Axe (One-handed). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Shield Bash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the creature is size large or smaller it succeed a DC 11 Strength saving throw or be pushed away 5 ft. from the bone defender.

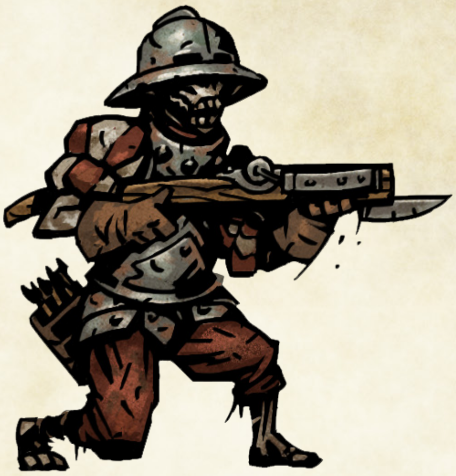
REACTIONS

Foul Warding. When a creature the bone defender can see attacks a target other than itself that is within 5 feet of it, it can impose disadvantage on the attack roll.

BONE ARBALIST

A marksman and crossbow expert in life, the Bone Arbalist served as part of the regiment of honorable and loyal soldiers who served and defended the family in ages long since passed. Standing tall on the bastions and battlements, they would keep an ever watchful eye out for foreign invaders and occasional troublemakers. For their service, they earned a place among the others who fought and died for the family within the crypts of the Ruins.

Now drafted into the service of the Necromancer this skeletal archer stalks the halls of the Ruins, ready to stop any and all trespassers with a well-placed crossbow bolt.



BONE ARBALIST

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Pile Of Bones. When killed, the bone arbalist's body becomes difficult terrain.

Deadly Aim. As a bonus action the bone arbalist adds 3 (1d6) to the next damage roll with its crossbow against a creature it can see before the end of its turn.

ACTIONS

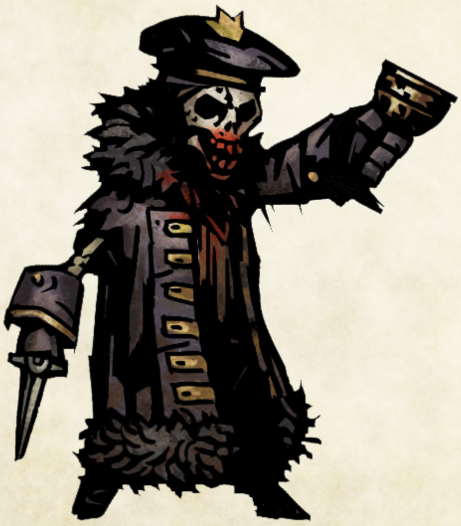
Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Bayonette. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BONE COURTIER

There are innumerable graves, tombs and crypts within the Ruins, serving as final resting places for many of the people who used to call that place home. These burial grounds are filled with servants, warriors, and heroes alike, people who served the great family with honor and loyalty. Like the family, some of them were of noble blood. The Bone Courtiers appear to be nobles, perhaps in life they were friends or allies to the family or they may even have been some of their ancient long forgotten ancestors.

Though not born warriors in life, these deceased noblemen were still brought back to serve the Necromancer‘s dark purposes. Their decadent taste persists even in death, drinking their minds away and inviting heroes to madness with the tainted contents of their goblet. With just a few splashes from their unholy goblet, the Bone Courtiers are more than able to drive even hardened adventurers to the brink of insanity.



BONE COURTIER

Medium undead, lawful evil

Armor Class 12 (armor scraps)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (0)	6 (-2)	8 (-1)	14 (+2)

Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can’t speak
Challenge 1/4 (50 XP)

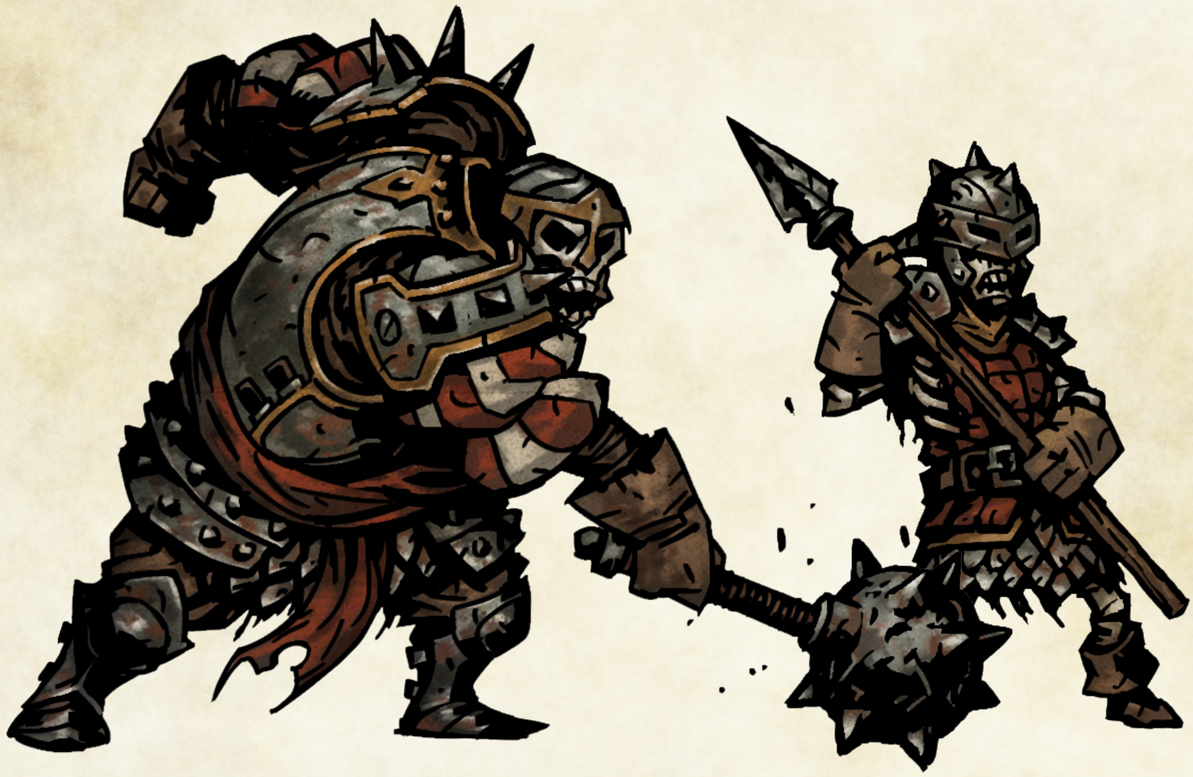
Pile Of Bones. When killed, the bone courtier’s body becomes difficult terrain.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Tempting Goblet. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 3 (1d6) necrotic damage . The target must make a DC 12 Wisdom saving throw. On a failure the target is afflicted by the effect of the *Bane* spell for one.

“The Fiends must be driven back. And what better place to begin than the seat of our noble line?”



Bone Commander

Large undead, lawful evil

Armor Class 17 (splint)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	16 (+3)	6 (-2)	11 (0)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 5 (1,800 XP)

Pile Of Bones. When killed, the bone commander's body becomes difficult terrain.

Actions

Multiattack. The bone commander makes two weapon attacks.

Morning Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Ground Pound (Recharge 5-6). The bone commander strikes the ground with all its might, causing a tremble in a 10 ft. radius centered on itself. Each creature other than the bone commander must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone.

Bone Spearman

Medium undead, lawful evil

Armor Class 17 (splint)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	14 (+2)	6 (-2)	10 (0)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 3 (700 XP)

Pile Of Bones. When killed, the bone spearman's body becomes difficult terrain.

Impaling Thrust. Once per turn when the bone spearman makes an attack with its war spear, its attack targets all creatures in a 10 foot long and 5 foot wide line originating from the spearman. It makes a single attack roll against all of the creature's ACs.

Actions

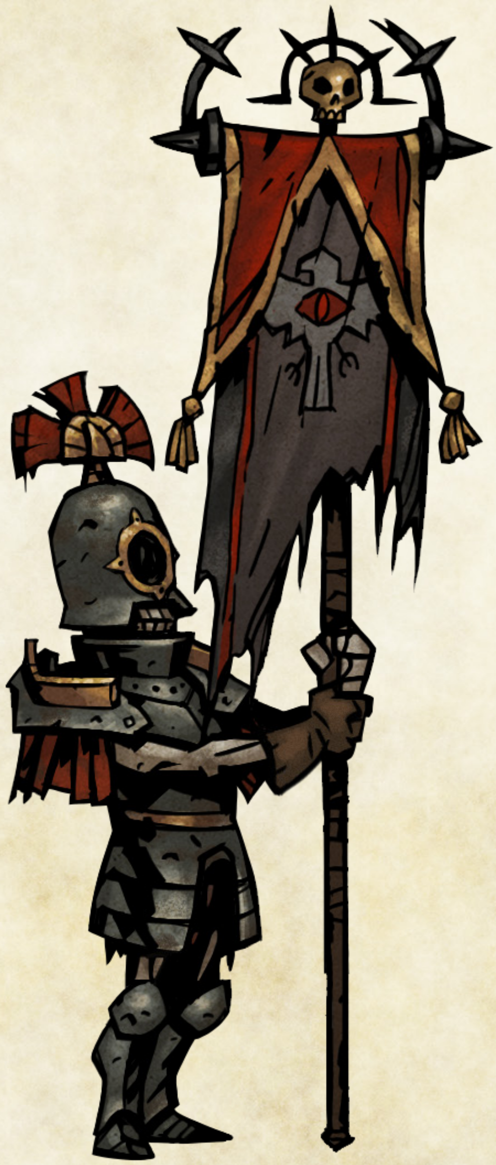
Multiattack. The bone spearman makes 3 attacks; two with its spear and one with its pommel.

War Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Pommel. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Bone Bearer

Among the ranks of fallen soldiers that once proudly served the Family are malignant skeletons that serve as a rallying point for the decrepit undead. Their blasphemous flag's mere presence in battle lends strength and unspeakable boons to their damnable kin. Due to the unholy reverence of the dead, these fiends are even able to tap into the necrotic energies that animate them, allowing them to raise their fallen brethren to unlife once more.



Bone Bearer

Medium undead, lawful evil

Armor Class 18 (full plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Dex +4, Wis +5
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 6 (2,300 XP)

Pile Of Bones. When killed, the bone bearer's body becomes difficult terrain.

Banner Of The Dead. Any allied undead creature within 20 ft. of the bone bearer that can see it is immune to the charm and frightened condition, as well as immune to effects that turn undead (including the bone bearer itself). Additionally each allied undead creature in the area deals an additional 3 (1d6) necrotic damage with each attack.

Actions

Multiattack. The bone bearer makes two longsword attacks.

Longsword (One-handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 3 (1d6) necrotic damage (see Unholy Banner).

Wicked Surge. An allied undead creature within 20 ft. of the Bone Bearer adds 1d6 to its attack rolls and saving throws until the beginning of the bone bearer's next turn.

Unholy Rally (Recharge 5-6). The bone bearer revives a corpse of an allied undead that died since the beginning of its last turn. That creature returns to life with all of its hit points.

Reactions

Defend The Icon. The bone bearer commands an allied undead creature within 20 ft. of the bone bearer to make a melee weapon attack against a creature that dealt damage to the bone bearer or its banner.

Bone Bearers and Challenge

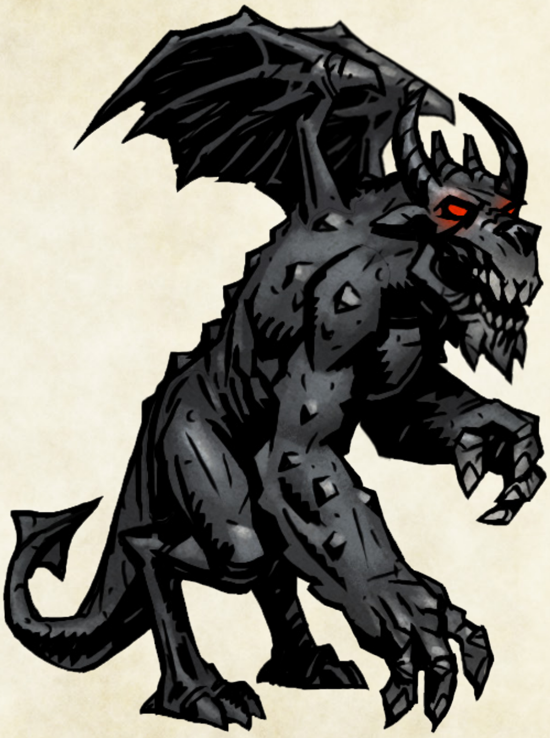
The bone bearer is a unique monster as its offensive capabilities are not based on its own, but on the allies around it. Because of this, it is hard to accurately rate the Challenge of the bone bearer. For example if the bone bearer would have the opportunity to use its Unholy Rally on a powerful ally, it would basically add another high CR monster into the encounter's total difficulty. Alternatively it can also increase the difficulty of an encounter tremendously if it were to lead a horde of lower CR minions who all benefit from its banner.

To simplify a complex problem as best as possible, here is a rule of thumb: When calculating the difficulty of an encounter (assuming the party is at a reasonable level to face several CR 5-6 creatures), do not factor the CR 6 of the bone bearer into the encounter, but instead increase the difficulty of the encounter by one tier (for example a medium encounter becomes a hard encounter etc.).

Gargoyle

The many statues of the Manor were never intended to be of only decorative nature. The Ancestor placed inanimate guardians among the beautiful stoneworks found across the Estate, horrific brutes intended to deter sorts of the investigative nature from learning of the underlying machinations of the Ancestor.

Now abandoned and without master, they register any trespassers as intruders who need to be dealt with stone cold efficiency.



Gargoyle Brute

Medium elemental, neutral evil

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances poison, bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine weapons
Conditions Immunities exhaustion, petrified
Senses darkvision 60 ft. passive Perception 11
Languages Terran
Challenge 3 (700 XP)

Clumsy Flight. When the gargoyle ends its movement while being in the air, it falls. The gargoyle takes half damage from falling when it is able to use its wings.

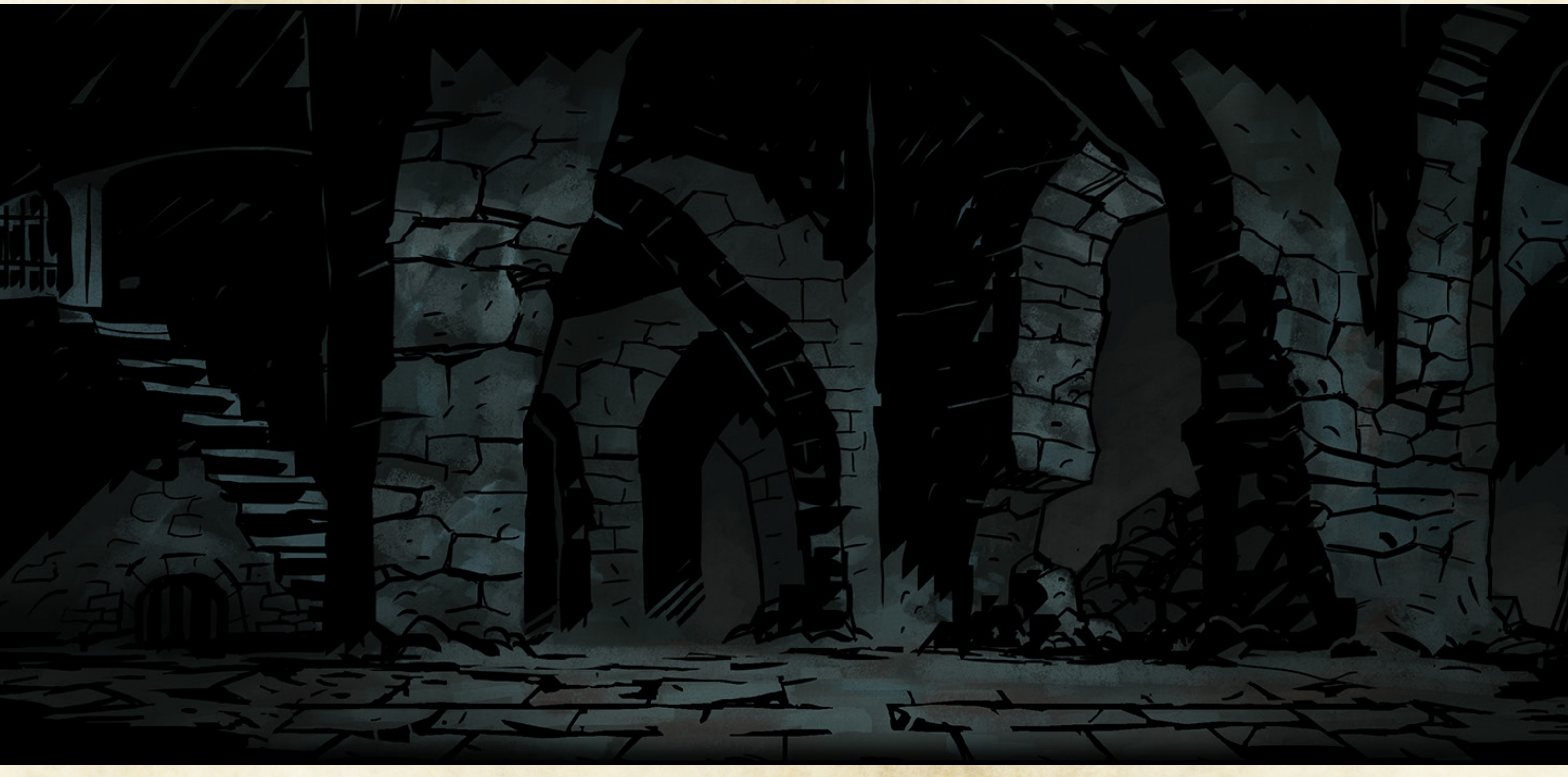
False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks with its claws.

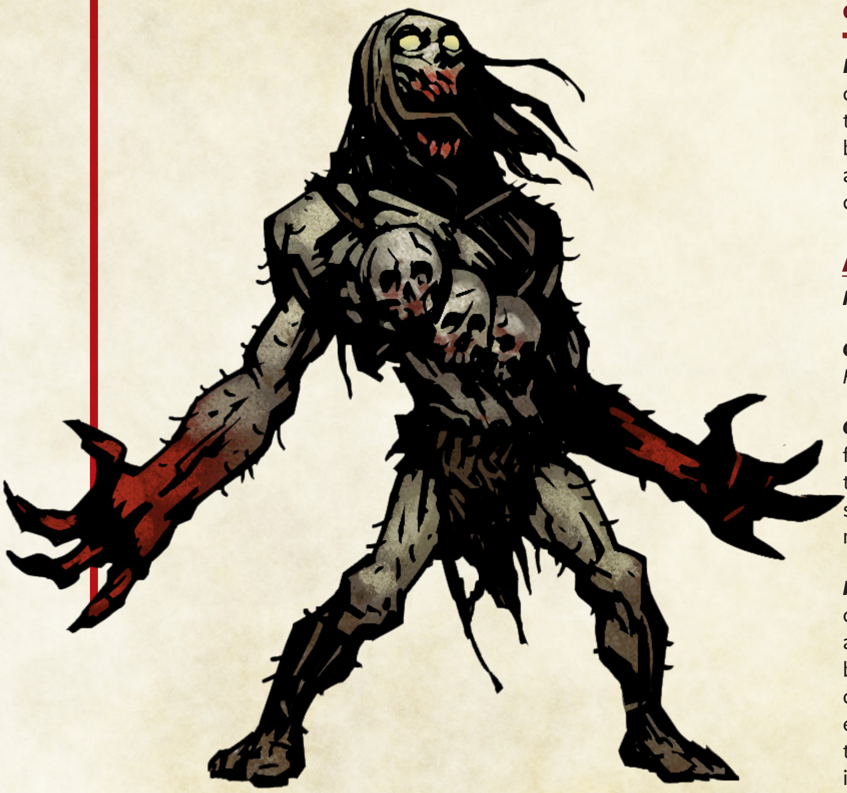
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the creature is a Medium or smaller sized creature it must succeed on a DC 13 Strength saving throw or be either knocked prone or pushed 5 ft. away from the gargoyle.



GHOUL

The scavengers of the Estate found themselves with ample supply of new dead matter to feed upon. Particularly the Ghouls that lurk in the shadows were able to indulge themselves with the gruesome meals which are the malefic testimony of the Ancestor's schemes.
So great was the abundance of nourishment, that the Ghouls began to expand and grow to hulking monstrosities, which now, in a feeding frenzy, have left the shadows to sate their hunger by consuming the living and dead alike.



SLAVERING GHOUL

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Damage Immunities poison
Conditions Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 11
Languages Common
Challenge 4 (1,100 XP)

Necrotic Feeding. A ghoul can consume the body of a dead creature that is small size or larger to regain hit points. It takes the ghoul 1 minute to consume the entirety of the body but then regains 6 (1d10+1) hit points. The ghoul regains an additional 6 (1d10+1) hit points for each size category of the dead creature above small.

ACTIONS

Multiattack. The ghoul makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Cadaver Toss. *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or is poisoned until the end of the ghouls next turn.

Howl. The ghoul unleashes a horrific howl. Each non-undead creature within 20 ft. of the ghoul that can hear it must make a DC 13 Wisdom saving throw. On a failed save a creature becomes frightened of the ghoul for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ghoul's howl for the next 24 hours.

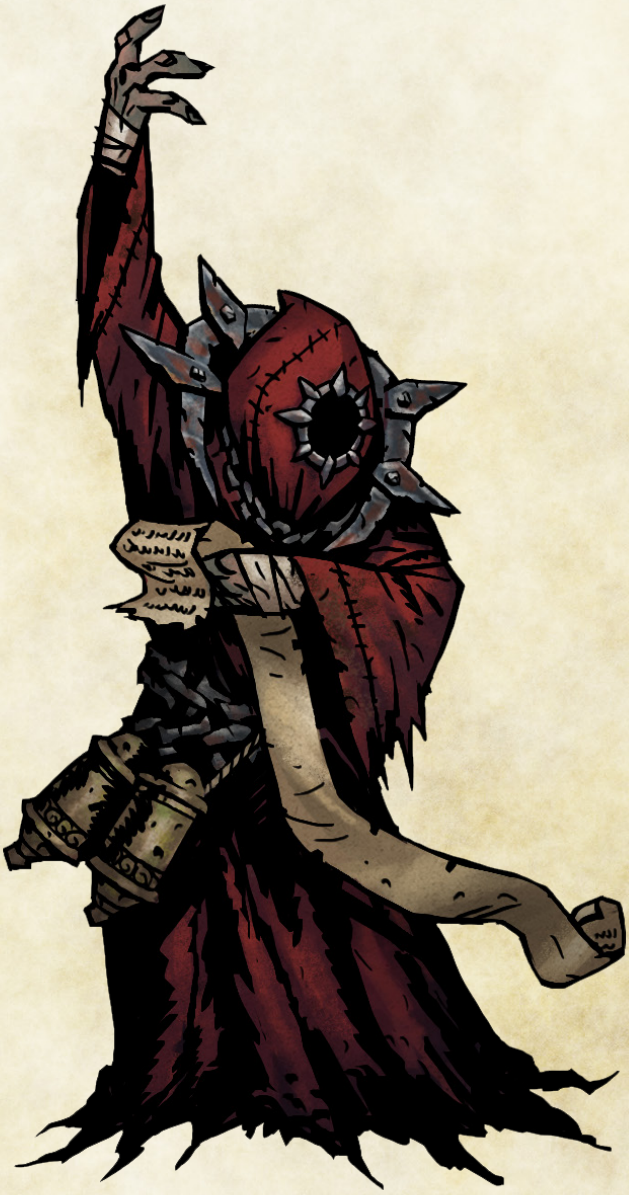
RULE VARIANT: CADAVER TOSS

Consider adding the requirement for the ghoul's Cadaver Toss action, that it needs the corpse of a small or medium sized creature within its reach to use as its projectile. This would require you to plan out where usable corpses are spread out in the area the party fights a ghoul, which in turn could also play off the ghouls ability to feed on corpses to regenerate.

NECROMANCER

In one of his earliest pursuits for forbidden knowledge, the Ancestor began to conduct experiments which would grant him mastery over life and death. His experiments started out small and humble but his ambition and his experiments grew so large that he needed help. So, he invited several scholars to study with him, only to murder them in their sleep after he had learned all their secrets. To show off his newfound powers, he had them brought back through necromancy with much of their intellect intact, but with none of their humanity left. The Necromancer and his Apprentices now lurk within the ruins, using their magic to bring the corpses buried deep beneath the ground back to life as their servants and continuing their unholy experiments with necromancy. Without any spark of humanity, humility or even a sense of common human morals, the Necromancers stopped questioning themselves on what they were doing was right, and their experiments became ever more darker and more twisted over time.

Now, the Ruins are completely overrun by the Undead, and the Necromancer and his Apprentices have mastered their dark arts. With their experiments, they have become creatures which have not only transcended life and death, but have become something beyond human understanding.



Mastery over life and death was chief
among my early pursuits.
I began in humility, but my ambition was
limitless. Who could have divined the
prophetic import of something as
unremarkable as a twitch in the leg of
a dead rat?

NECROMANCER APPRENTICE

Medium undead (human), lawful evil

Armor Class 11 (14 with mage armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	10 (0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, Perception +4
Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 14
Languages All languages it spoke in life
Challenge 5 (1,800 XP)

The Crawling Dead. During the necromancer's turn it can use a bonus action to summon one bone solider within 10 feet of itself, which lasts for one minute. The necromancer can have a maximum of 3 creatures summoned at a time.

Spellcasting. The necromancer apprentice is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The necromancer apprentice has the following wizard spells prepared:

Cantrips (at will): *Chill Touch, Message, Mold Earth, Toll the Dead*
1st level (4 slots): *Cause Fear, False Life, Mage Armor, Ray of Sickness*
2nd level (3 slots): *Blindness/Deafness, Darkness, Ray of Enfeeblement*
3rd level (3 slots): *Animate Dead, Dispell Magic, Life Transference, Vampiric Touch*
4th level (1 slots): *Phantasmal Killer*

ACTIONS

The Flesh Is Willing. *Spell Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage.

Veteran Undead

Bone Conscript

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning, radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Pile Of Bones. When killed, the bone conscript's body becomes difficult terrain.

Actions

Multiattack. The Bone Conscript makes 2 attacks; one with its club and one claw attack.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bone Veteran

Medium undead, lawful evil

Armor Class 15 (breastplate)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Pile Of Bones. When killed, the bone veteran's body becomes difficult terrain.

Actions

Multiattack. The bone veteran makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bone Bulwark

Medium undead, lawful evil

Armor Class 18 (chainmail & shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	16 (+3)	6 (-2)	9 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Pile Of Bones. When killed, the bone bulwark's body becomes difficult terrain.

Actions

Multiattack. The bone bulwark makes three attacks; two with its battle axe and one shield bash attack.

Battle Axe (One-handed). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the creature is size large or smaller it succeed a DC 12 Strength saving throw or be pushed away 5 ft. from the bone bulwark.

Reactions

Foul Warding. When a creature the bone bulwark can see attacks a target other than itself that is within 5 feet of it, it can impose disadvantage on the attack roll.

Bone Marksman

Medium undead, lawful evil

Armor Class 15 (chain shirt)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	13 (+1)	6 (-2)	11 (0)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Pile Of Bones. When killed, the bone marksman's body becomes difficult terrain.

Deadly Aim. As a bonus action the bone marksman adds 7 (2d6) to the next damage roll with its crossbow against a creature it can see before the end of its turn.

Actions

Multiattack. The bone marksman makes 2 weapon attacks.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Bayonette. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONE NOBLE

Medium undead, lawful evil

Armor Class 14 (noble garbs)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	6 (-2)	10 (0)	16 (+3)

Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Pile Of Bones. When killed, the bone noble's body becomes difficult terrain.

Turn Resistance. The bone noble has advantage on saving throws against effects that turn undead.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tempting Goblet. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) necrotic damage . The target must make a DC 13 Wisdom saving throw. On a failure the target has disadvantage on all attack and saving throws for one minute or until removed by the spell *Remove Curse*.

RULE VARIANT: THE CRAWLING DEAD

In case you want to feature a random element to what kind of undead the Necromancer summons with the Crawling Dead feature, consider rolling on 1d6 on the following chart to determine what Undead the Necromancer summons:

1: Bone Conscript
2-3: Bone Veteran
4-5: Bone Marksman
6: Bone Bullwark

NECROMANCER

Medium undead (human), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	10 (0)

Saving Throws Con +7, Int +8, Wis +5
Skills Arcana +8, Perception +5
Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 15
Languages All languages it spoke in life
Challenge 10 (5,900 XP)

Legendary Resistance (2/Day). If the necromancer fails a saving throw, it can choose to succeed instead.

The Crawling Dead. During the necromancer's turn it can use a bonus action to summon one bone veteran within 10 feet of itself, which lasts for one minute. The necromancer can have a maximum of 3 creatures summoned at a time.

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *Chill Touch, Message, Mold Earth, Prestidigitation, Toll the Dead*
1st level (4 slots): *Cause Fear, False Life, Mage Armor, Ray of Sickness*
2nd level (3 slots): *Blindness/Deafness, Darkness, Ray of Enfeeblement*
3rd level (3 slots): *Animate Dead, Dispell Magic, Life Transference, Vampiric Touch*
4th level (3 slots): *Blight, Phantasmal Killer*
5th level (2 slots): *Contagion, Enervation*
6th level (1 slots): *Circle of Death*

ACTIONS

The Flesh Is Willing. *Spell Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage.

LEGENDARY ACTIONS

The necromancer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The necromancer regains spent legendary actions at the start of its turn.

Command Undead. A undead creature summoned by the necromancer moves up to its speed.
Cantrip (2 Actions). The necromancer casts a cantrip.
Minion Attack (2 Actions). An undead summoned by the necromancer makes a melee weapon attack.
Lesser Spell (3 Actions). The necromancer casts a spell of 2nd level or lower.

CHAMPION UNDEAD

BONE MILITIA

Medium undead, lawful evil

Armor Class 14 (armor scraps)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	6 (-2)	9 (-1)	5 (-3)

Skills Stealth +3
Damage Immunities poison
Damage Vulnerabilities radiant
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages Understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Pile Of Bones. When killed, the Bone Militia's body becomes difficult terrain.

Pack Tactics. The Bone Conscript has advantage on an attack roll against a creature if at least on eof the Bone Conscript's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Bone Militia makes 2 attacks; one with its club and one claw attack.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage. Instead of dealing damage, the Militia can choose to grapple the target.

BONE SERGANT

Medium undead, lawful evil

Armor Class 16 (chainmail)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	10 (0)	5 (-3)

Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 5 (1,800 XP)

Pile Of Bones. When killed, the bone sergant's body becomes difficult terrain.

Combat Superiority. Once per turn, when the Bone Sergant makes a weapon attack, it can add 1d8 to the attack roll.

ACTIONS

Multiattack. The bone sergant makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

BONE SHIELDWALL

Medium undead, lawful evil

Armor Class 19 (splint & shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	6 (-2)	11 (0)	5 (-3)

Skills Athletics +7
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 5 (1,800 XP)

Pile Of Bones. When killed, the bone shieldwall's body becomes difficult terrain.

Foul Defender. A creature hit one of the bone shieldwall's attacks has disadvantage on all attack rolls that don't target the bone shieldwall until the end of the bone shieldwall‘s next turn, as long as the bone shieldwall is within 5 ft. of the creature.

ACTIONS

Multiattack. The bone shieldwall makes four attacks; three with its battle axe and one shield bash attack.

Battle Axe (One-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the creature is size large or smaller it succeed a DC 15 Strength saving throw or be pushed away 5 ft. from the bone shieldwall.

REACTIONS

Protective Strike. The bone shieldwall makes a melee weapon attack against a creature in reach that attacks one of the bone shieldwall's allies. To do so, the bone shieldwall must see the attacking creature, as well as its ally.

BONE SHARPSHOOTER

Medium undead, lawful evil

Armor Class 16 (breastplate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	5 (-3)

Skills Stealth +7, Perception +4
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 14
Languages Understands all languages it spoke in life but can't speak
Challenge 5 (1,800 XP)

Pile Of Bones. When killed, the bone sharpshooter's body becomes difficult terrain.

Deadly Aim. As a bonus action the bone sharpshooter adds 10 (3d6) to the next damage roll with its crossbow against a creature it can see before the end of its turn.

ACTIONS

Multiattack. The bone sharpshooter makes 2 weapon attacks.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bayonette. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

BONE ROYALTY

Medium undead, lawful evil

Armor Class 15 (noble garbs)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	19 (+4)

Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 4 (1,100 XP)

Pile Of Bones. When killed, the bone royalty's body becomes difficult terrain.

Turn Resistance. The bone royalty has advantage on saving throws against effects that turn undead.

Goblet Spellcasting. The bone royalty's spellcasting ability is Charisma (spell save DC 14). The bone royalty can innately cast the following spells, requiring no material components except for its Goblet.

3/day: *Bestow Curse*
1/day: *Confusion*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Tempting Goblet. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 10 (3d6) necrotic damage . The target must make a DC 14 Wisdom saving throw. On a failure the target has disadvantage on all attack and saving throws for one minute or until removed by the spell *Remove Curse*.

SPill Goblet. The bone royalty spills the malific contents of its Goblet in a 10 foot radius centered on a point within 30 ft. of itself. Each creature in the area must make a DC 14 Wisdom saving throw. On a failure the target takes 21 (6d6) necrotic damage and has disadvantage on all attacks and saving throws for one minute or until removed by the spell *Remove Curse*. As long as this attack has to recharge, the bone royalty is not able to use it as a spell component.

Bone General

Large undead, lawful evil

Armor Class 18 (full plate)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	18 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Str +9, Con +7
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 9 (5,000 XP)

Pile Of Bones. When killed, the bone general's body becomes difficult terrain.

Turn Defiance. The bone general has advantage on saving throws against effects that turn undead.

Martial Advantage. Once per turn, the bone general can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the bone general that isn't incapacitated

Actions

Multiattack. The bone commander makes three weapon attacks.

Morning Star. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. A creature hit by this attack twice in the same turn has disadvantage on Strength and Dexterity saving throws until the end of the bone general's next turn.

Ground Pound (Recharge 5-6). The bone commander strikes the ground with all its might, causing a tremble in a 10 ft. radius centered on itself, or in a 15-foot-square originating from it. Each creature other than the bone commander must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) bludgeoning damage and be knocked prone. A creature that fails the saving throw by 5 or more is also stunned until the end of the bone general's next turn.

Bone Lancer

Medium undead, lawful evil

Armor Class 18 (full plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	5 (-3)

Saving Throws Str +7, Dex +4
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 6 (2,300 XP)

Pile Of Bones. When killed, the bone lancer's body becomes difficult terrain.

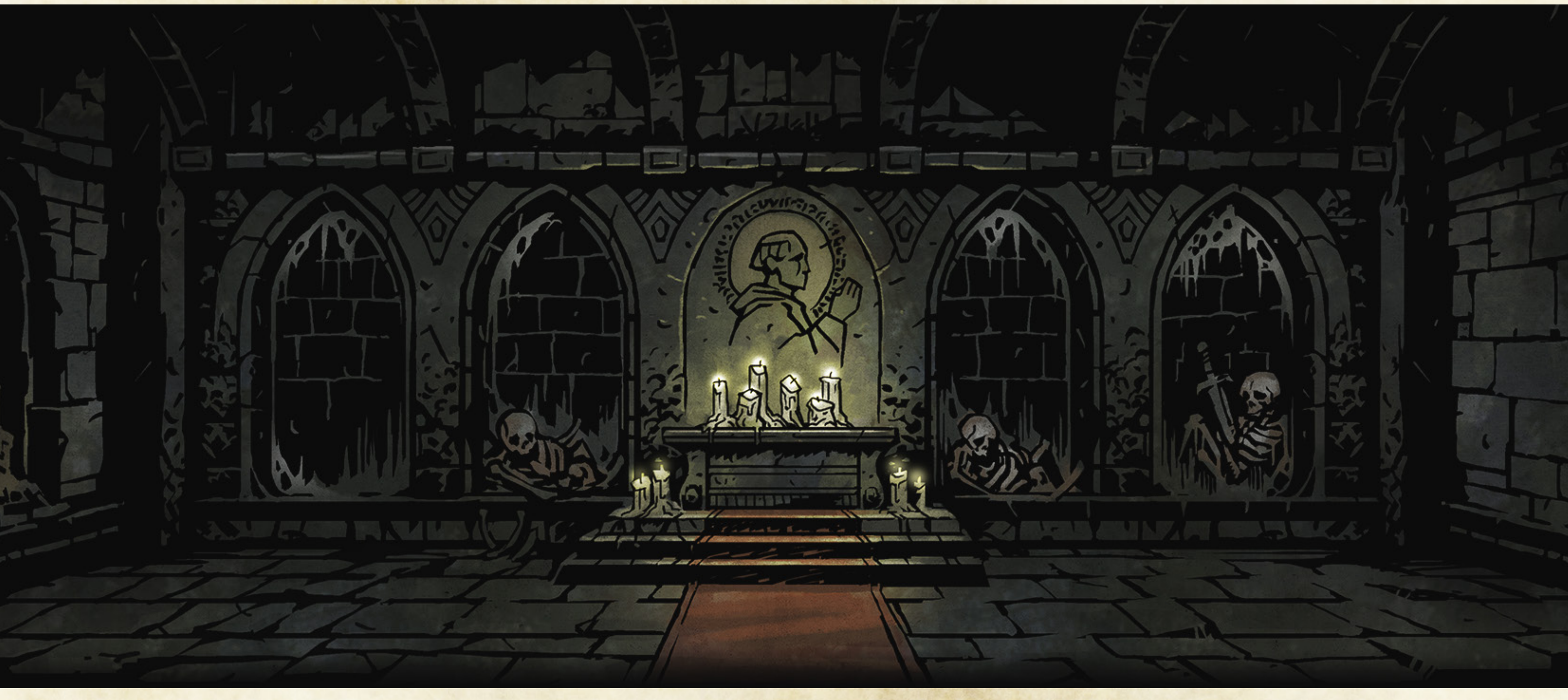
Impaling Thrust. Once per turn when the bone lancer makes an attack with its war spear, its attack targets all creatures in a 15 foot long and 5 foot wide line originating from the Lancer. It makes a single attack roll against all of the creature's ACs.

Actions

Multiattack. The bone lancer makes 3 attacks; two with its spear and one with its pommel.

War Spear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Pommel. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.



GARGOYLE BRUTE

Medium elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	14 (+2)	7 (-2)

Damage Immunities poison
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine weapons
Conditions Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft. passive Perception 12
Languages Terran
Challenge 5 (1,800 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

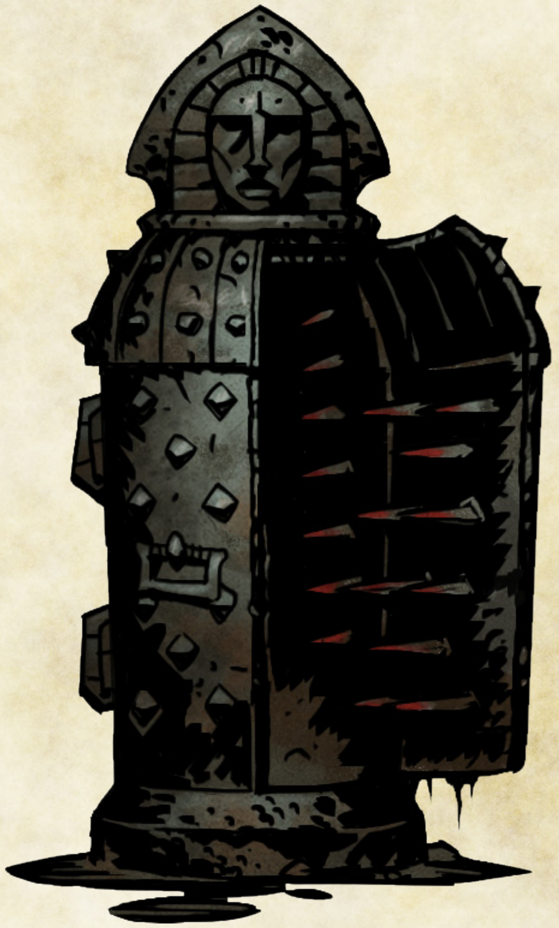
ACTIONS

Multiattack. The gargoyle makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Instead of dealing damage, the Gargoyle can choose to grapple the target

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the creature is a Medium or smaller sized creature it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the gargoyle's next turn.

Flurry (1/Short Rest). The gargoyle makes three attacks; one with its tail and two with its claws.



SLAVERING GHOUL

Large undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Damage Immunities poison
Conditions Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 11
Languages Common
Challenge 7 (2,900 XP)

Necrotic Feeding. A ghoul can consume the body of a dead creature that is small size or larger to regain hit points. It takes the ghoul 1 minute to consume the entirety of the body but then regains 6 (1d10+1) hit points. The ghoul regains an additional 6 (1d10+1) hit points for each size category of the dead creature above small.

Turn Defiance. The ghoul has advantage on saving throws against effects that turn undead.

Unnerving Claws. The first time in a turn a creature is hit by a the ghoul's claws, it must succeed on a DC 15 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the end of the ghoul's next turn.

ACTIONS

Multiattack. The ghoul makes three attacks; two with its claws and one with its bite. Instead of using its bite, the Ghoul can use its howl.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) necrotic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) necrotic damage.

Cadaver Toss. *Ranged Weapon Attack:* +8 to hit, range 20/40 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or is stunned until the end of the ghouls next turn.

Howl. The ghoul unleashes a horrific howl. Each non-undead creature within 20 ft. of the ghoul that can hear it must make a DC 15 Wisdom saving throw. On a failed save a creature becomes frightened of the ghoul for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ghoul's howl for the next 24 hours.

Feed. The ghoul targets one creature with 0 hit points it can see within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or dies and is consumed by the ghoul. After consuming a creature ghoul regains 26 (4d10+4) hit points.

NECROMANCER LORD

Medium undead (human), lawful evil

Armor Class 13 (16 with mage armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	19 (+4)	14 (+2)	11 (0)

Saving Throws Con +8, Int +9, Wis +7, Cha +5
Skills Arcana +10, Perception +7
Damage Immunities poison
Conditions Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 17
Languages All languages it spoke in life
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the necromancer fails a saving throw, it can choose to succeed instead.

The Crawling Dead. During the necromancer's turn it can use a bonus action to summon one bone sergant within 10 feet of itself, which lasts for one minute. The necromancer can have a maximum of 3 creatures summoned at a time.

Spellcasting. The necromancer lord is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The necromancer lord has the following wizard spells prepared:

Cantrips (at will): *Chill Touch, Message, Mold Earth, Prestidigitation, Toll the Dead*
1st level (4 slots): *Cause Fear, False Life, Mage Armor, Ray of Sickness*
2nd level (3 slots): *Blindness/Deafness, Darkness, Ray of Enfeeblement*
3rd level (3 slots): *Animate Dead, Dispell Magic, Life Transference, Vampiric Touch*
4th level (3 slots): *Blight, Phantasmal Killer*
5th level (2 slots): *Contagion, Enervation*
6th level (1 slots): *Circle of Death*
7th level (1 slots): *Finger of Death*
8th level (1 slots): *Power Word Stun*

ACTIONS

The Flesh Is Willing. *Spell Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (5d10) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +9 to hit, range 120 ft., one creature. *Hit:* 18 (4d8) necrotic damage.

LEGENDARY ACTIONS

The necromancer lord can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The necromancer lord regains spent legendary actions at the start of its turn.

Command Undead. An undead creature summoned by the necromancer lord moves up to its speed.
Cantrip (2 Actions). The necromancer lord casts a cantrip.
Minion Attack (2 Actions). An undead summoned by the necromancer lord makes a melee weapon attack.
Lesser Spell (3 Actions). The necromancer lord casts a spell of 2nd level or lower.

RULE VARIANT: THE CRAWLING DEAD

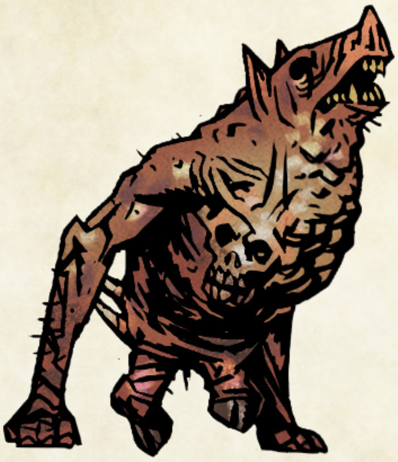
If you want to depict the Necromancer Lord of a true commander of the undead consider allowing them to summon the following monsters instead of the bone sergeant:

- **Bone Shieldwall**
- **Bone Sharpshooter**
- **Bone Lancer** (maximum of 1)
- **Bone Royalty** (maximum of 1)

Swinefolk

Many years ago, when the Ancestor still had a small vestige of human decency left within him, he decided to use pigs as test subjects for his grim experiments rather than humans. Since the flesh of pigs is so similar to that of humans, they make nearly perfect vessels for the eldritch entities he was attempting to summon via blood magic and dark rituals. Many of the pigs that were possessed by these unspeakable horrors began to walk upright and gained more human-like features and intelligence, while others became weak and misshapen wretches.

When the Ancestor discovered the ancient Warrens, he repurposed them into dumping grounds for his most underwhelming results and disappointing failures. Today, the Warrens have become home to the descendants of those experiments called the Swinefolk, a warrior race of pig people whose sole desire is to butcher and feed on any human they can get their hoofed claws on.



Swine Wretch

Medium beast, chaotic evil

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

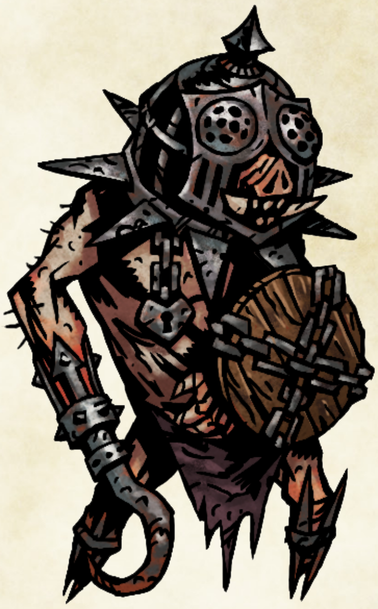
STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	14 (+2)	2 (-4)	10 (0)	4 (-3)

Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Vomit. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) acid damage. The target must succeed on a DC 12 Constitution saving throw or is poisoned until the end of the swine wretch's next turn.



Swine Slasher

Medium monstrosity, chaotic evil

Armor Class 13 (armor scraps)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	6 (-2)	10 (0)	7 (-2)

Skills Stealth +6
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 1/2 (100 XP)

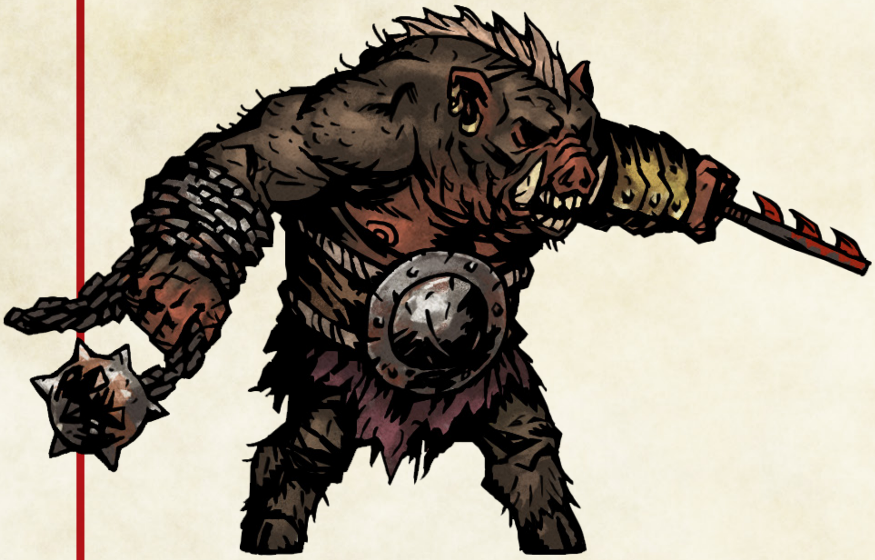
Sneak Attack (1/Turn). The swine slasher deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the swine slasher that isn't Incapacitated and the swine slasher doesn't have disadvantage on the attack roll.

Actions

Hook. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Swine Chopper

This large, brutish hybrid of man and pig is one of the healthier specimens of swinefolk faced in the Warrens. When not ferociously butchering the cold and mangled flesh of his soon-to-be dinner, the swine chopper will happily test its bloody, serrated cleaver upon the bodies of naive adventurers who might stumble upon its squalid home. Slow and hulking, the chopper also wields a heavy ball and chain to extend its range with head-ringing efficiency.



Swine Chopper

Medium monstrosity, chaotic evil

Armor Class 14 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	15 (+2)	6 (-2)	11 (0)	7 (-2)

Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 1 (200 XP)

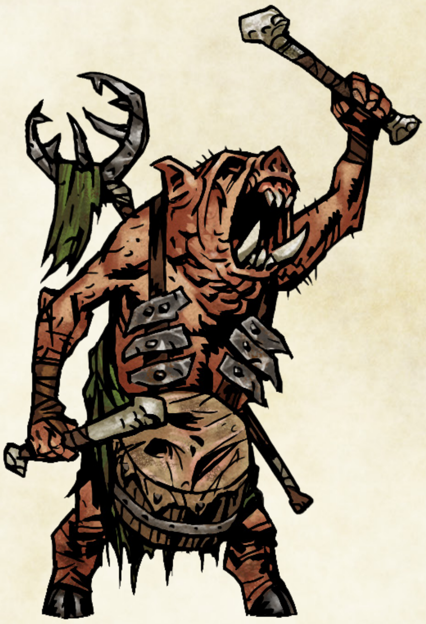
Actions

Butcher Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Ball and Chain. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 15 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw, or is stunned until the end of the swine chopper's next turn.

Swine Drummer

Harrowing drumming that is joined by wild squeals herald the presence of one of the Swinefolk rare shamans. While not possessing any battle prowess the swine drummer‘s rhythm is able to enhance the ferocity of its kin, as well as degrading one‘s mind.



Swine Drummer

Medium monstrosity, chaotic evil

Armor Class 12 (armor scraps)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	14 (+2)	6 (-2)	11 (0)	8 (-1)

Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 1/2 (100 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Drum of Frenzy. The swine drummer chooses one ally within 60 feet that can hear it. The next attack the ally makes has advantage.

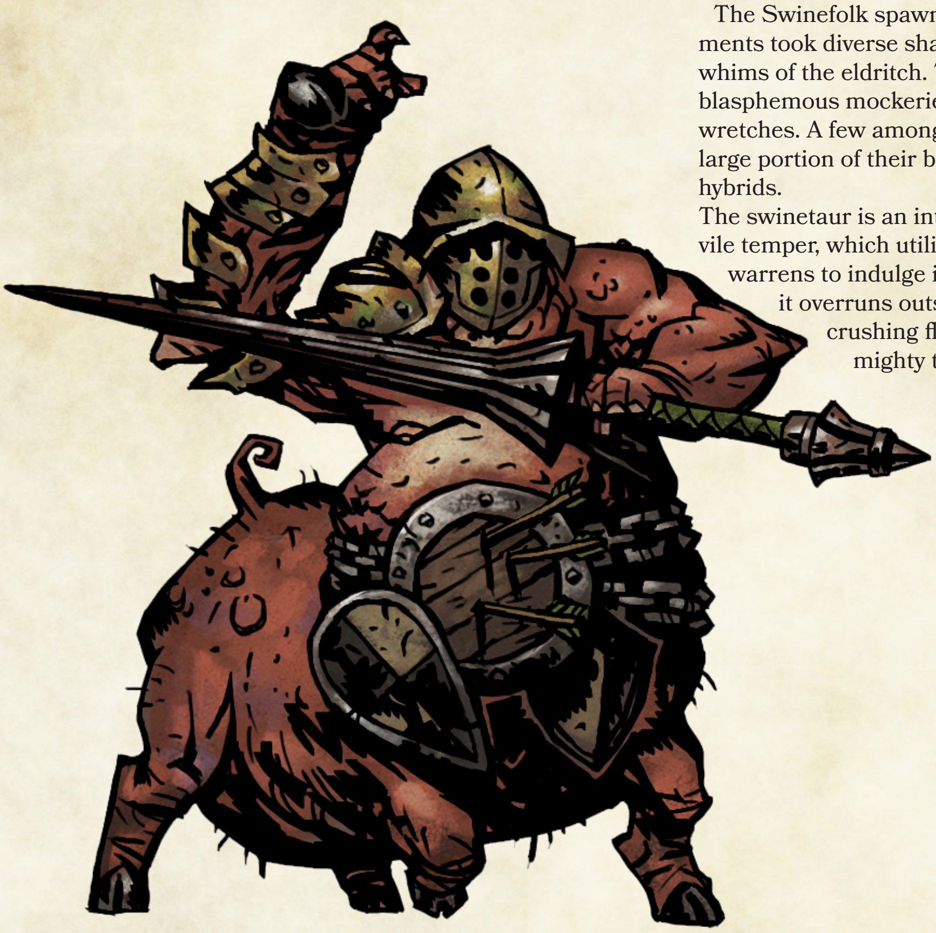
Reactions

Drum Of Debillitation. When a creature that the swine drummer can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, it can use its reaction to subtract the number rolled by 1d6. The creature cannot be affected if it can't hear the swine drummer.

SWINETAUR

The Swinefolk spawned from the Ancestor‘s experiments took diverse shapes, formed by the unpredictable whims of the eldritch. These forms would range from blasphemous mockeries of men, to pitiful misshapen wretches. A few among the Swinefolk though retained a large portion of their beastly origins, forming grotesque hybrids.

The swinetaur is an intimidating beast of strength and vile temper, which utilizes the long corridors of the warrens to indulge in its bloodlust. Without mercy, it overruns outsider and kin alike, delighting in crushing flesh and bones underneath its mighty trotters.



SWINETAUR

Large monstrosity, chaotic evil

Armor Class 16 (chain mail)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Str +7, Con +6
Skills Athletics +7
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 5 (1,800 XP)

Charge. If the swinetaur moves at least 20 ft. directly towards a target before attacking with its lance, its next lance attack deals an additional 9 (2d8) damage.

ACTIONS

Multiattack. The swinetaur makes two attacks: one with its lance and one with its slam.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. This attack is made with disadvantage if the target is within 5 ft. of the swinetaur.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or the swinetaur choses to either knock the target prone, or push it away 5 ft. from the swinetaur.

Boar Rush (Recharge 5-6). The swinetaur must not have moved during its turn before using this action. The swinetaur moves up to its speed in a straight line without provoking opportunity attacks. It makes one attack with its lance against each creature it moves past. Then, the swinetaurs remaining movement is 0 until the end of its turn.

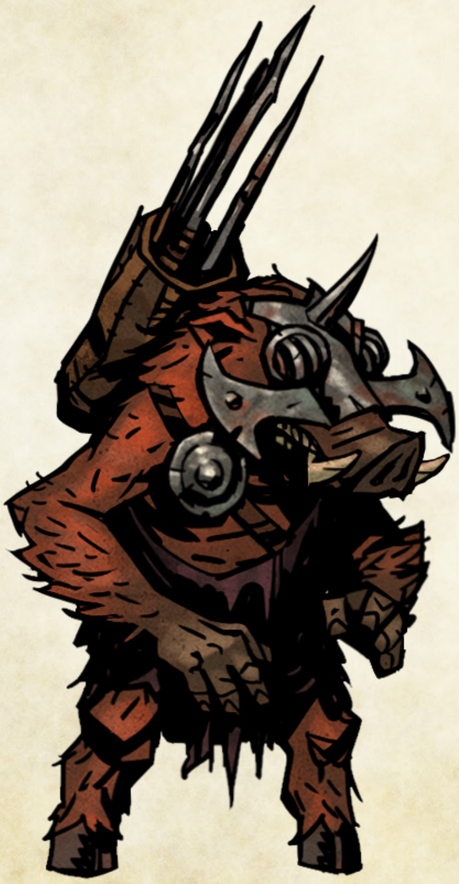
Created by DM Tuz

Artwork by Red Hook Studios

SKIVER

The Swinefolk are savage beasts that know no honor. They utilize heinous traps and foul poisons to prey on those who invade their warrens.

The skiver uses javelins laced in the most vile filth, even for unsavory standards of Swinefolk. Even the most diminutive wound struck by their fetid artillery will fester with infestation within hours. But the skiver does not need to rely on its poisons alone, for it has honed its preferred method of hunting to almost perfection. It is able to unleash barrages of its javelins with ease. Each of its projectiles carries the twisted strength of this skilled warrior as well as its treacherous poison.



SWINE SKIVER

Medium monstrosity, chaotic evil

Armor Class 15 (chain shirt)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +7, Dex +6, Wis +5
Skills Perception +5
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 15
Languages Abyssal
Challenge 6 (2,300 XP)

Spit Roast. Once per turn, when the skiver moves at least 10 ft. straight towards a creature and then hits it with its next ranged javelin attack on the same turn, the creature must succeed on a DC 14 Constitution saving throw or is stunned until the end of the skiver's next turn.

Throwing Mastery. A thrown weapons deal one extra die of its damage when the skiver hits with it and the Skiver has no disadvantage attacks made with a thrown weapon at long range (included in the attack).

ACTIONS

Multiattack. The skiver makes two weapon attacks.

Javelin (Melee). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus (2d6) poison damage.

Javelin (Thrown). *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus (2d6) poison damage.

Crippling Volley (Recharge 5-6). The skiver makes a ranged javelin attack against any creatures within 10 ft. of a point within 120 ft. of itself. Each creature hit by a javelin has its movement speed halved and has disadvantage on dexterity saving throws until the end of the skiver's next turn.

REACTIONS

Skirmisher. If a creature ends its turn within 5 ft. of the skiver, it moves up to half its movement speed without provoking opportunity attacks.

SWINE PRINCE & WILBUR

After countless failures in the Ancestor's pursuit to summon beings from the outer spheres, which resulted in the creation of the Swine Folk and other far more horrid abominations, he eventually managed to summon a particularly powerful entity, and the pig it possessed grew to a gargantuan size.

The resulting abomination he had summoned was as brutish as it was stupid. After he had collected all the knowledge he could gain from the entity, the Ancestor moved the abomination into the Warrens with the rest of his failed experiments.

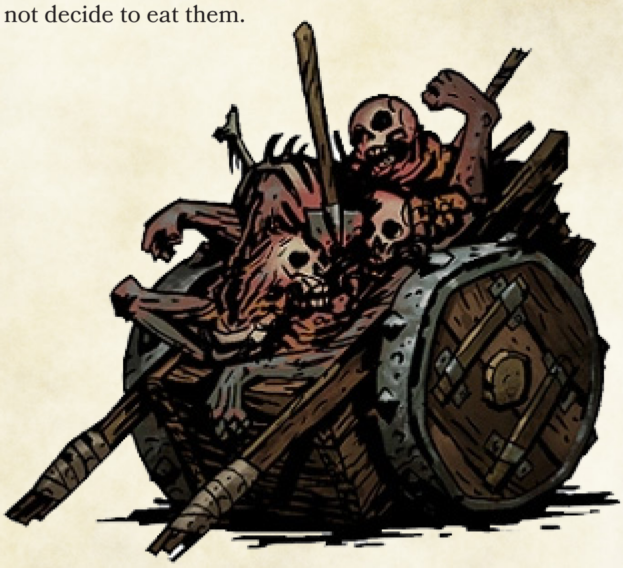
Wilbur is a small and skittish Swine that has somehow became the companion and controller of the frighteningly powerful and stupid Swine Prince. In battle, the Swine Prince takes orders from Wilbur and protects him, falling into fits of blind rage whenever Wilbur is hurt.

It can be safely assumed that Wilbur and the Swine Prince share some sort of connection, perhaps even prior to their cruel transformations.

THE FLESH

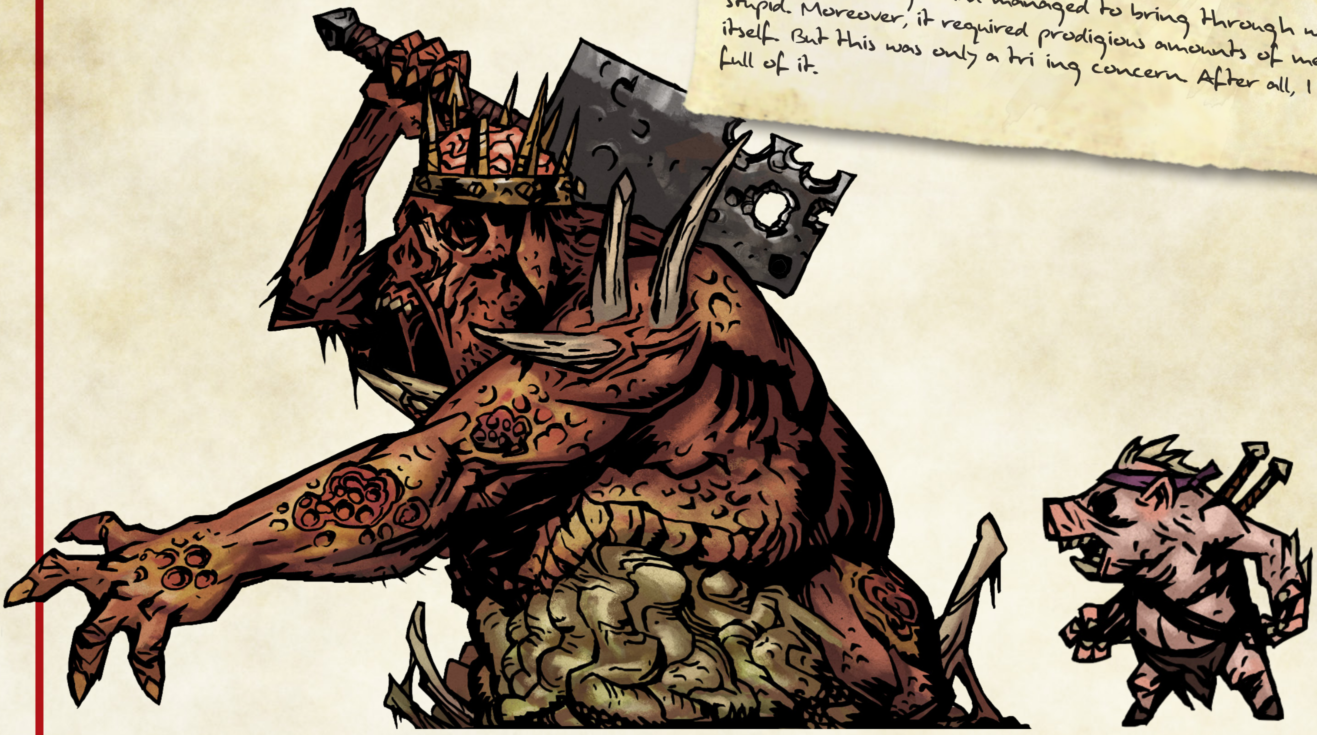
The Ancestor eventually got tired of his attempts at demonic summoning, with his most successful creation being the uselessly stupid and ravenous Swine Prince. He was left with the problem of a massive amount of demon-possessed pig flesh that couldn't easily be disposed of. The Ancestor found the solution to this problem once his excavations broke into a vast, ancient system of tunnels and aqueducts. He poured the nightmarish, shape-shifting flesh into the Warrens, and promptly forgot about it.

Over the years, the twisted half-corpses of shifting flesh merged into one mountainous mass of snout, hoof, gristle and bone with countless mouths, teeth, and eyes. Slowly, it began crawling deeper into the sewer labyrinth, searching for food, devouring anything that is unfortunate to come within its path. The Swinefolk that made the Warrens their home both fear and worship this abomination of formless flesh, bringing it daily offerings and human sacrifices to keep it appeased, so that it does not decide to eat them.



"They breed quickly down there in the dark, but perhaps we can slay them even faster."

My first attempts at summoning were crude, and the results disappointing. I soon found, however, that the type and condition of the hosts meat was a critical factor. The best results came from pigs, whose flesh is most like that of man.
The great thing I had managed to bring through was brutish and stupid. Moreover, it required prodigious amounts of meat to sustain itself. But this was only a trifling concern After all, I had a village full of it.



Swine Prince

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Str +7, Con +7
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 5 (1,800 XP)

Wilbur. The swine prince is always in company of its little friend Wilbur. If Wilbur dies within the swine prince's sight, or otherwise becomes aware of his death, Enraged Destruction loses its recharge property until the swine prince finishes a short rest.

Actions

Multiattack. The swine prince makes two weapon attacks.

Giant Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Enraged Destruction (Recharge 5-6). The swine prince unleashes wild, rampaging swings. Each creature within a 15-foot cube originating from the swine prince must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 26 (4d12) slashing damage and, if the creature is size medium or smaller, be knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Reactions

Enraged Swing. Whenever Wilbur takes damage by a hostile creature's attack and the swine prince sees him, the swine prince immediatly recharges and uses Enraged Destruction.

Wilbur

Small monstrosity, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	10 (0)	8 (-1)

Saving Throws Dex +6
Skills Acrobatics +6
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 1/2 (100 XP)

Nimble Escape. On each of his turns, Wilbur can use a bonus action to disengage or hide.

The Swine Prince. Wilbur is always in company of his big friend the swine prince. Additionally Wilbur automatically saves all Dexterity saving throws against the swine prince's effects.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Squeal. Each creature within 5 feet of Wilbur must succeed on a DC 12 Constitution saving throw or take 7 (2d6) thunder damage.

End This One. Wilbur uses his flags to signal the swine prince which target to attack. Wilbur can choose one creature within 60 feet of him that he can see. Until the end of Wilbur's next turn, the swine prince's attacks have advantage against that creature. The swine prince must be able to see Wilbur to benefit from this action.

SPECIAL RULES: THE FLESH

Collective Movement. Each part of the flesh moves along with the first piece of Flesh within a given round. If a piece of Flesh has moved in a round, it can move up to 10 feet as a move action on its own turn, but must stay within 5 feet of at least one piece of Flesh at any time.

One Of A Whole. Up to 5 Flesh form one entity that shares its total Hit Points. Each Flesh adds its hit points to the total. When these hit points are reduced to 0, every Flesh that is part of the entity dies.

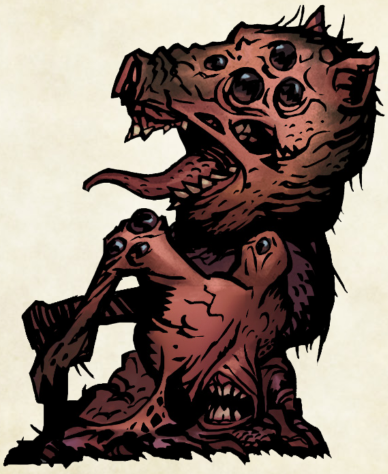
Each part of the Flesh must always remain within 5 feet of at least one part of the Flesh, or loses 10 (3d6) hit points at the beginning of its turn. If a part of the Flesh is not within 5 feet of at least one other part of the Flesh it must use its movement to move within 5 feet of at least one other part of the flesh.

Morphing Monstrosity. At the beginning of each round The Flesh changes into one of 4 different Mutations. Roll a 1d4 to determine which form it takes:

1: Head
2: Bone
3: Heart
4: Rear

The Flesh cannot change into the Mutation it currently has. If you roll for the same Mutation it currently has, roll again.

Immutable Form. The Flesh is immune to any spell or effect that would alter its form.



THE FLESH (HEAD)

Medium aberration, chaotic evil

Armor Class 12 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

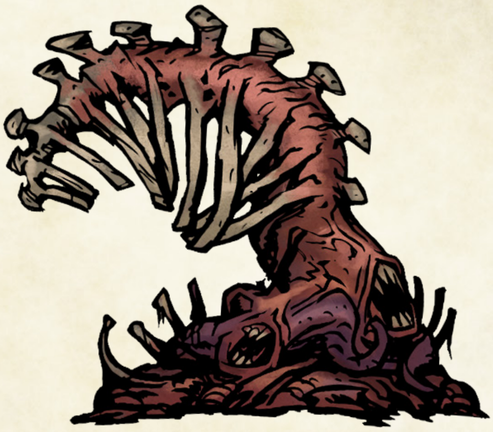
The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

REACTIONS

Snapping Bite. If a hostile creature within the reach of the flesh (head) attacks an allied creature, the flesh (head) can use a reaction to make a bite attack against the triggering creature.



THE FLESH (BONE)

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

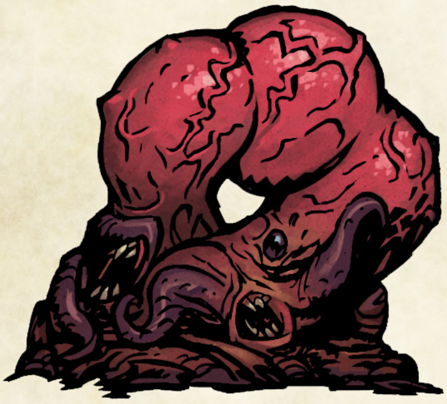
ACTIONS

Spine Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Spine Slam. The flesh pounds a target creature within 10 feet of itself with a grotesque spine growth. The creature and any enemy creature within a 5-foot-radius of the target must make a DC 14 Dexterity saving throw. On a failed save a creature takes 13 (3d8) bludgeoning damage and be knocked prone. On a successful save a creature takes half that damage and is not knocked prone.

Created by DM Tuz

Artwork by Red Hook Studios



THE FLESH (HEART)

Medium aberration, chaotic evil

Armor Class 10 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

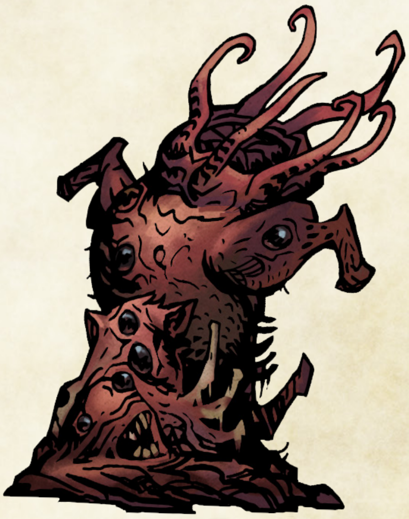
STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	16 (+3)	2 (-4)	14 (+2)	6 (-2)

Saving Throws Con +5
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft. passive Perception 12
Languages -
Challenge 2 (450 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

ACTIONS

Healing Stroke. The flesh regains 18 (4d8) hit points.



THE FLESH (REAR)

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

ACTIONS

Lashing Bite. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one

VETERAN SWINEFOLK

SWINE SPAWN

Medium beast, chaotic evil

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 13
Languages -
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Mucus Vomit. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) acid damage. The target must succeed on a DC 12 Constitution saving throw or is poisoned until the end of the swine spawn's next turn. A poisoned creature's movement speed is reduced by 10 ft.

SWINE GORER

Medium monstrosity, chaotic evil

Armor Class 15 (armor scraps & shield)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	11 (0)	7 (-2)

Skills Stealth +7
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 2 (450 XP)

Sneak Attack (1/Turn). The swine gorer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the swine gorer that isn't Incapacitated and the swine gorer doesn't have disadvantage on the attack roll.

Sneaky. The swine gorer can use a bonus action to disengage or hide.

ACTIONS

Hook. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SWINE REAVER

Medium monstrosity, chaotic evil

Armor Class 16 (chain mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 3 (700 XP)

Serrate Blade. A creature hit by the swine reaver's butcher blade takes 5 (2d4) necrotic damage at the beginning of its next turn. This has no effect on creatures that cannot bleed.

ACTIONS

Multiattack. The swine reaver makes two attacks with its butcher blade.

Butcher Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Ball and Chain. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 15 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw, or is stunned until the end of the swine reaver's next turn.

Created by DM Tuz

Artwork by Red Hook Studios

SWINE MARCHER

Medium monstrosity, chaotic evil

Armor Class 14 (armor scraps)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 2 (450 XP)

Drum of Doom. Each enemy creature that starts its turn within 20 ft. of the swine marcher and can hear its drumming, must succeed on a DC 15 Wisdom saving throw or takes 5 (2d4) psychic damage.

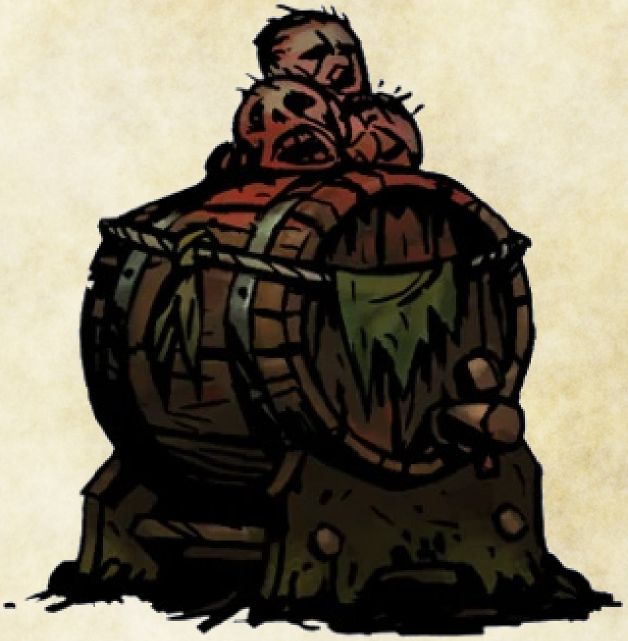
ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Drum of Frenzy. The swine marcher begins playing its drums. Each of its allies within 20 ft. of it that can hear it, adds a 1d6 to any attack it makes as long as the swime marcher continues performing. The swine marcher must use an action on each of its turns to continue drumming.

REACTIONS

Drum Of Debillitation. When a creature that the swine marcher can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, it can use its reaction to subtract the number rolled by 1d8. The creature cannot be affected if it can't hear the swine marcher.



SWINE KING

Huge monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Str +9, Con +8, Wis +5
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the swine king fails a saving throw, it can choose to succeed instead.

Wilbur. The swine king is always in company of its little friend Wilbur. If Wilbur dies within the swine king's sight, or otherwise becomes aware of his death, Enraged Destruction loses its recharge property until the swine king finishes a short rest.

ACTIONS

Multiattack. The swine king makes two weapon attacks.

Giant Cleaver. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Enraged Destruction (Recharge 5-6). The swine prince unleashes wild, rampaging swings. Each creature within a 15-foot cube originating from the swine prince must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 93 (6d12) slashing damage and, if the creature is size medium or smaller, be knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

REACTIONS

Enraged Swing. Whenever Wilbur takes damage by a hostile creature's attack and the swine king sees him, the swine king immediatly recharges and uses Enraged Destruction.

LEGENDARY ACTIONS

The swine king can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The swine king regains spent legendary actions at the start of its turn.

Move. The swine king moves up to half of its speed without provoking opportunity attacks.
Wilbur's Escape (1/round). Wilbur moves up to his speed without provoking opportunity attacks.
Giant Cleaver (2 Actions). The swine king attacks with its cleaver.

Artwork by Red Hook Studios

Created by DM Tuz

WILBUR

Small monstrosity, chaotic evil

Armor Class 16 (armor scraps)
Hit Points 38 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +6
Skills Acrobatics +6
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 1 (200 XP)

Evade. If Wilbur is subjected to an effect that allows him to make a dexterity saving throw to only take half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Legendary Resistance (2/Day). If Wilbur fails a saving throw, he can choose to succeed instead.

Nimble Escape. On each of his turns, Wilbur can use a bonus action to disengage or hide.

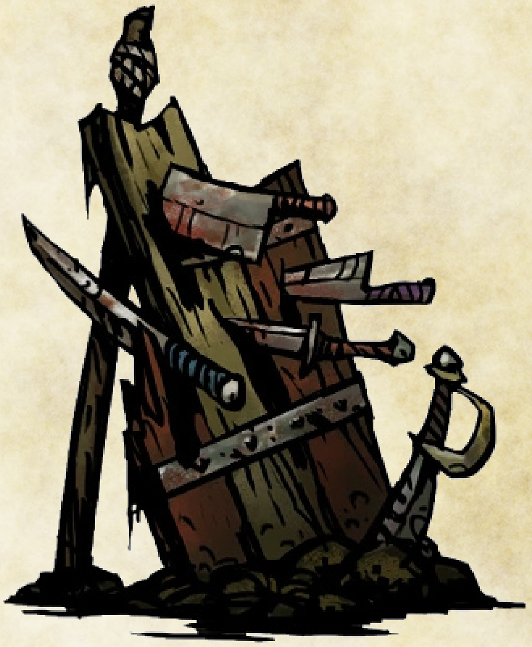
The Swine King. Wilbur is always in company of his big friend the swine king. Additionally Wilbur automatically saves all Dexterity saving throws against the swine king's effects.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Squeal. Each creature within 5 feet of Wilbur must succeed on a DC 12 Constitution saving throw or take 10 (3d6) thunder damage on a failed save and half as much on a successful one. If the creature fails the saving throw by five or more, it is stunned until the end of Wilbur's next turn.

End This One. Wilbur uses his flags to signal the swine king which target to attack. Wilbur can choose one creature within 60 feet of him that he can see. Until the end of Wilbur's next turn, the swine king's attacks have advantage against that creature. The swine king must be able to see Wilbur to benefit from this action.



SPECIAL RULES: THE FLESH (VETERAN)

Collective Movement. Each part of the Flesh moves along with the first piece of Flesh within a given round. If a piece of Flesh has moved in a round, it can move up to 10 feet as a move action on its own turn, but must stay within 5 feet of at least one piece of Flesh at any time.

One Of A Whole. Up to 5 Flesh form one entity that shares its total Hit Points. Each Flesh adds its hit points to the total. When these hit points are reduced to 0, every Flesh that is part of the entity dies.

Each part of the Flesh must always remain within 5 feet of at least one part of the Flesh, or loses 21 (6d6) hit points at the beginning of its turn. If a part of the Flesh is not within 5 feet of at least one other part of the Flesh it must use its movement to move within 5 feet of at least one other part of the flesh.

Morphing Monstrosity. At the beginning of each round The Flesh changes into one of 4 different Mutations. Roll a 1d4 to determine which form it takes:

1: Head
2: Bone
3: Heart
4: Rear

The Flesh cannot change into the Mutation it currently has. If you roll for the same Mutation it currently has, roll again.

Immutable Form. The Flesh is immune to any spell or effect that would alter its form.

THE UNSTABLE FLESH (HEAD)

Medium aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 11
Languages -
Challenge 4 (1,100 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

REACTIONS

Snapping Bite. If a hostile creature within the reach of the flesh (head) attacks an allied creature, the flesh (head) can use a reaction to make a bite attack against the triggering creature.

The Unstable Flesh (Bone)

Medium aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 11
Languages -
Challenge 4 (1,100 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Spine Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or is stunned until the end of the flesh (Bone)'s next turn.

Spine Slam. The flesh pounds a target creature within 10 feet of itself with a grotesque spine growth. The creature and any enemy creature within a 5-foot-radius of the target must make a DC 15 Dexterity saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and be knocked prone. On a successful save a creature takes half that damage and is not knocked prone.

The Unstable Flesh (Heart)

Medium aberration, chaotic evil

Armor Class 11 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	18 (+4)	2 (-4)	14 (+2)	6 (-2)

Saving Throws Con +6
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 12
Languages -
Challenge 4 (1,100 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Healing Stroke. The flesh regains 27 (6d8) hit points and any part of its entity is no longer poisoned.

The Flesh (Rear)

Medium aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

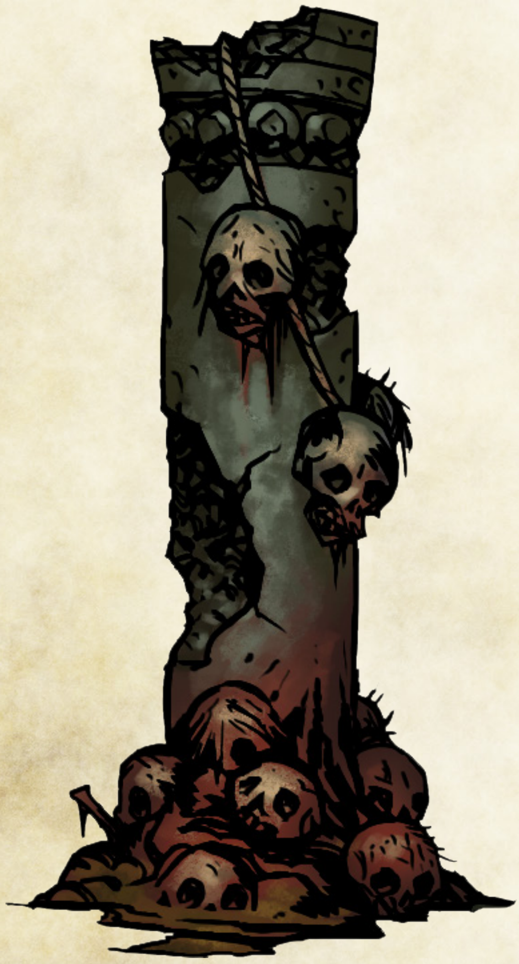
STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., tremorsense 30 ft. passive Perception 11
Languages -
Challenge 4 (1,100 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Lashing Bite. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. The target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one



CHAMPION SWINEFOLK

SWINE HEAVER

Medium beast, chaotic evil

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	2 (-4)	14 (+2)	4 (-3)

Skills Perception +4
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 14
Languages -
Challenge 3 (700 XP)

Evasion. If the swine heaver is subjected to an effect that allows it to make a dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The swine heaver makes two attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Mucus Vomit. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) acid damage. The target must succeed on a DC 13 Constitution saving throw or is poisoned until the end of the swine spawn's next turn. A poisoned creature's movement speed is reduced by 20 ft and has disadvantage on dexterity saving throws.

SWINE MEATHOOKER

Medium monstrosity, chaotic evil

Armor Class 17 (armor scraps & shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	6 (-2)	11 (0)	7 (-2)

Skills Stealth +10
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 10
Languages Abyssal
Challenge 5 (1,800 XP)

Instinctive Stealth. When the swine meathooker rolls for initiative and is not surprised, it uses a reaction to hide if possible.

Sneak Attack (1/Turn). The swine meathooker deals an extra 27 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the swine meathooker that isn't Incapacitated and the swine meathooker doesn't have disadvantage on the attack roll.

Sneaky. The swine meathooker can use a bonus action to disengage or hide.

ACTIONS

Multiattack. The swine meathooker makes two weapon attacks.

Rusty Hook. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target has disadvantage on Constitution saving throws until the end of the swine meathooker's next turn.

SWINE SLAYER

Medium monstrosity, chaotic evil

Armor Class 17 (splint)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	6 (-2)	13 (+1)	7 (-2)

Saving Throws Str +7, Con +7
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 7 (2,900 XP)

Serrate Blade. A creature hit by the swine slayer's butcher blade takes 7 (3d4) necrotic damage at the beginning of its next turn. This has no effect on creatures that cannot bleed.

Brute. A melee weapon deals one extra die of its damage when the swine slayer hits with it (included in the attack).

ACTIONS

Multiattack. The swine slayer makes three attacks: two with its butcher blade and one with its ball and chain.

Butcher Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Ball and Chain. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw, or is stunned until the end of the swine slayer's next turn.

Created by DM Tuz

Artwork by Red Hook Studios

Swine Thunderer

Medium monstrosity, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +4
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 14
Languages Abyssal
Challenge 5 (1,800 XP)

Drum of Doom. Each enemy creature that starts its turn within 20 ft. of the swine thunderer and can hear its drumming, must succeed on a DC 15 Wisdom saving throw or takes 10 (4d4) psychic damage.

Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Drum of Frenzy. The swine thunderer begins playing its drums. Each of its allies within 60 ft. of it that can hear it,has advantage on the first attack it makes during a turn, as long as the swime thunderer continues performing. The swine thunderer must use an action on each of its turns to continue drumming.

Reactions

Drum Of Debillitation. When a creature that the swine thunderer can see within 60 feet of it makes an Attack roll, an ability check, or a damage roll, it can use its reaction to subtract the number rolled by 1d10. The creature must then succeed on a DC 15 Wisdom saving throw, or take thunder damage equal to the 1d10. The creature cannot be affected if it can't hear the swine thunderer.

Swinetaur Champion

Large monstrosity, chaotic evil

Armor Class 17 (splint)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Str +8, Con +7, Wis +4
Skills Athletics +8
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 11
Languages Abyssal
Challenge 8 (3,900 XP)

Charge. If the swinetaur moves at least 20 ft. directly towards a target before attacking with its lance, its next lance attack deals an additional 18 (4d8) damage.

Brute. A melee weapon deals one extra die of its damage when the swinetaur hits with it (included in the attack).

Actions

Multiattack. The swinetaur makes two attacks: one with its lance and one with its slam.

Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. This attack is made with disadvantage if the target is within 5 ft. of the swinetaur.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or the swinetaur choses to either knock the target prone, or push it away 5 ft. from the swinetaur.

Boar Rush (Recharge 5-6). The swinetaur must not have moved during its turn before using this action. The swinetaur moves up to its speed in a straight line without provoking opportunity attacks. It makes one attack with its lance against each creature it moves past. Then, the swinetaurs remaining movement is 0 until the end of its turn.

Swine God

Huge monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Str +11, Con +10, Wis +7, Cha +3
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 12
Languages Abyssal
Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the swine god fails a saving throw, it can choose to succeed instead.

Wilbur. The swine god is always in company of its little friend Wilbur. If Wilbur dies within the swine god's sight, or otherwise becomes aware of his death, Enraged Destruction loses its recharge property until the swine god finishes a short rest.

Actions

Multiattack. The swine god makes two weapon attacks.

Giant Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage.

Enraged Destruction (Recharge 5-6). The swine prince unleashes wild, rampaging swings. Each crearture of the swine god's choice within 15 feet of itself must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 65 (10d12) slashing damage and, if the creature is size medium or smaller, be knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone.

Reactions

Enraged Swing. Whenever Wilbur takes damage by a hostile creature's attack and the swine god sees him, the swine god immediatly recharges and uses Enraged Destruction.

Legendary Actions

The swine god can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The swine god regains spent legendary actions at the start of its turn.

Move. The swine god moves up to half of its speed without provoking opportunity attacks.
Wilbur's Escape (1/round). Wilbur moves up to his speed without provoking opportunity attacks.
Giant Cleaver (2 Actions). The swine god attacks with its cleaver.

Wilbur

Small monstrosity, chaotic evil

Armor Class 17 (armor scraps)
Hit Points 52 (8d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +8, Con +5
Skills Acrobatics +7, Perception +6
Damage Resistances poison
Senses darkvision 60 ft. passive Perception 16
Languages Abyssal
Challenge 2 (450 XP)

Evade. If Wilbur is subjected to an effect that allows him to make a dexterity saving throw to only take half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Legendary Resistance (3/Day). If Wilbur fails a saving throw, he can choose to succeed instead.

Nimble Escape. On each of his turns, Wilbur can use a bonus action to disengage or hide.

The Swine God. Wilbur is always in company of his big friend the swine god. Additionally Wilbur automatically saves all Dexterity saving throws against the swine god's effects.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Squeal. Each creature within 5 feet of Wilbur must succeed on a DC 13 Constitution saving throw or take 14 (4d6) thunder damage on a failed save and half as much on a successful one. If the creature fails the saving throw by five or more, it is stunned until the end of Wilbur's next turn.

End This One. Wilbur uses his flags to signal the swine god which target to attack. Wilbur can choose one creature within 60 feet of him that he can see. Until the end of Wilbur's next turn, the swine god's attacks have advantage against that creature. The swine god must be able to see Wilbur to benefit from this action.

Special Rules: The Flesh (Champion)

The same as The Flesh (Veteran) except:

- Each part of the Flesh must always remain within 5 feet of at least one part of the Flesh, or loses 28 (8d6) hit points at the beginning of its turn.
- Legendary Resistance (4/day). If a part of the flesh would fail a saving throw, it succeeds instead. The entirety of the Flesh can use this feature 4 times per long rest.

The Formless Flesh (Head)

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +5
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 15
Languages -
Challenge 6 (2,300 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Reactions

Snapping Bite. If a hostile creature within the reach of the flesh (head) attacks an allied creature, the flesh (head) can use a reaction to make a bite attack against the triggering creature.

The Formless Flesh (Bone)

Medium aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+4)	12 (+1)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +5
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 15
Languages -
Challenge 6 (2,300 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Spine Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or is stunned until the end of the flesh (Bone)'s next turn.

Spine Slam. The flesh pounds a target creature within 10 feet of itself with a grotesque spine growth. The creature and any enemy creature within a 10-foot-radius of the target must make a DC 16 Dexterity saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage and be knocked prone. On a successful save a creature takes half that damage and is not knocked prone.

The Formless Flesh (Heart)

Medium aberration, chaotic evil

Armor Class 12 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Saving Throws Con +8
Skills Perception +5
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 15
Languages -
Challenge 6 (2,300 XP)

The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Healing Stroke. The flesh regains 36 (8d8) hit points and any part of its entity is no longer poisoned.

The Formless Flesh (Rear)

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	20 (+4)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +5
Damage Resistances poison
Condition Immunities blinded, charmed, deafened, frightened, grappled, prone
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 15
Languages -
Challenge 6 (2,300 XP)

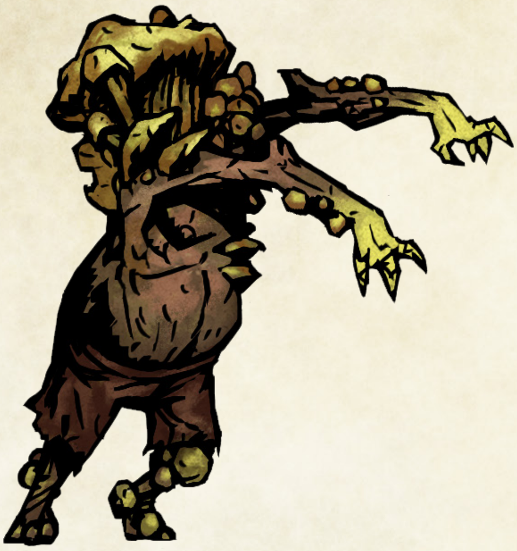
The Flesh. This creature is part of 'The Flesh' and has unique abilities that are listed under 'Special Rules: The Flesh'.

Actions

Lashing Bite. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. The target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one

WEALD CORRUPTION

These former woodlands have been infested by the bizarre fungus cultivated by the disgusting hag and her witches and transformed the ecosystem into a sinister home for decay and rot.



FUNGAL SCRATCHER

Medium plant, chaotic evil

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	4 (-3)	6 (-2)	6 (-2)

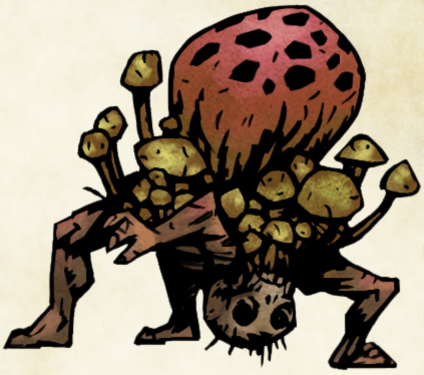
Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 15 ft. (blind beyond this radius) passive Perception 8
Languages -
Challenge 1/2 (100 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. This attack deals an extra 4 (1d8) damage if the attack is made with advantage.

Without exception, the necrotic fungi that have infected the Weald corrupt all who stay in these blighted woods for too long. Countless unfortunate souls have gotten lost on the Weald's endless serpentine paths and fallen victim to corruption.

The claimed victims of the Weald were taken over by its corruption. They became shambling terrors who are now little more than mindless creatures who lash out at those who have not been tainted by the Weald.



FUNGAL ARTILLERY

Medium plant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1/4 (50 XP)

ACTIONS

Marking Spores. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) poison damage. The target gets marked with pheromones for one minute. Any plant type creature has advantage on all attacks against the marked creature and is aware of its exact position as long as the creature is within 120 feet of it. A creature can spend an action to remove the spores.

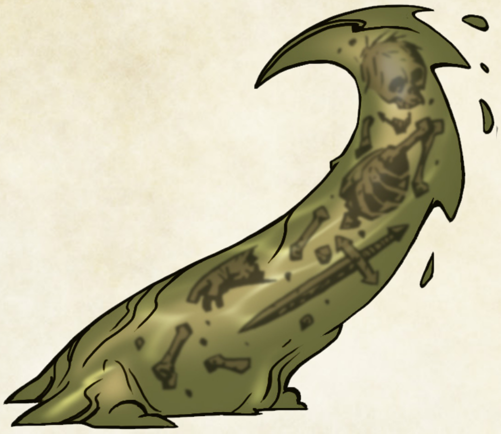
Rain of Blight. Each creature in a 5-foot-radius centered on a point within 60 feet of the Fungal Artillery must make a DC 12 Constitution saving throw. A creature takes 4 (1d8) poison damage on a failed save or half as much damage on a successful one.

Cloud Of Spores. Each creature within 5 feet of the Fungal Artillery must make a DC 12 Constitution saving throw. On a failed save a creature takes 3 (1d6) poison damage and can't take reactions until the beginning of its next turn.

ECTOPLASM

The corruption of the groves is best shown through these ectoplasmic aberrations, which can engulf man and beast alike. At first glance these creatures may appear non-threatening, but countless adventurers paid for their overconfidence with slow, painful, and cruel deaths. Although a single Ectoplasm is fairly weak and can be destroyed with a righteous blow, it is capable of rapid reproduction.

Their ability for quick and sudden reproduction allows Ectoplasms to quickly replenish their numbers and overrun even the most seasoned of heroes. Worst still, they are able to merge into a much larger and much more dangerous entity.



ECTOPLASM

Medium ooze, unaligned

Armor Class 8
Hit Points 16 (3d8 + 3)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	12 (+1)	3 (-4)	10 (0)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

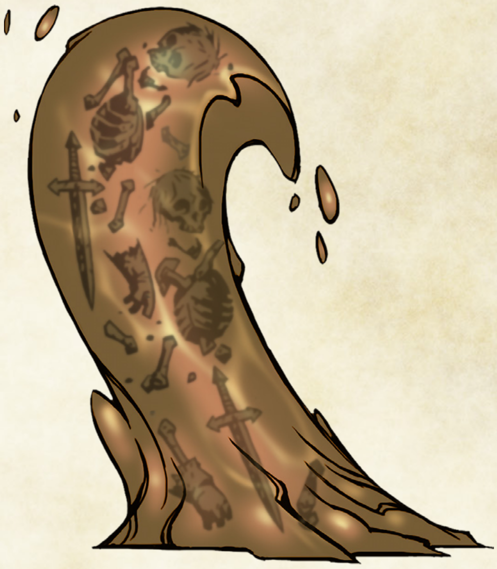
Forming Pains. When an ectoplasm is created by another ectoplasm's Cytokinesis, it cannot use it's Cytokinesis until the end of its next turn. Additionaly an ectoplasm spawned by Cytokinesis cannot use ectoplasm Profusion before it has finished a short or long rest.

ACTIONS

Slime. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., range 20/40 ft., one target. *Hit:* 5 (2d4) acid damage.

Ectoplasmic Profusion. The ectoplasm merges with another ectoplasm within 5 feet to form a large ectoplasm. The large ectoplasm spawns in the same position of the merging. Any creature within 10 feet of the ectoplasm must make a DC 11 Dexterity saving throw. On a failure the creature takes 3 (1d6) acid damage.

Cytokinesis (Recharge 4-6). The ectoplasm multiplies, spawning another ectoplasm within 5 feet of itself. The ectoplasm can only multiply twice per long rest.



LARGE ECTOPLASM

large ooze, unaligned

Armor Class 8
Hit Points 42 (5d10 + 15)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	3 (-4)	11 (+1)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 1 (200 XP)

Amorphous. The large ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

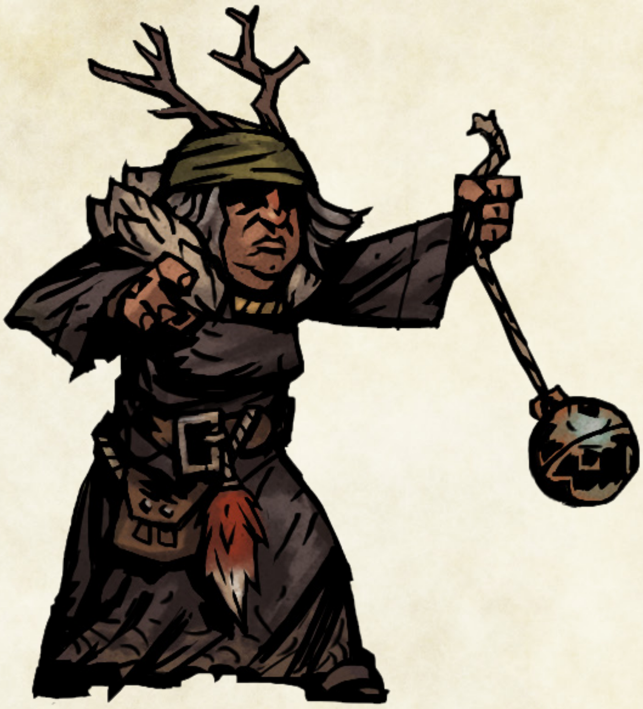
Slime. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) acid damage.

Flailing. The large ectoplasm flails wildly. Each creature within 5 feet of the large ectoplasm must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save and half as much on a successful one.

Cytokinesis (Recharge 4-6). The large ectoplasm multiplies, spawning an ectoplasm within 5 feet of itself. The large ectoplasm can multiply 3 times per long rest.

CRONE

Since the Hag had been banished to the Weald by the Ancestor, she has collected a following of outcasts and hermits. These fellows were initiated in the secrets of the weald corruption, which they now wield to spread it to each and every corner of the forest.



CRONE

Medium humanoid (human), neutral evil

Armor Class 11 (14 with mage armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	13 (+1)

Skills Nature +5, Perception +4, Stealth +3
Damage Resistances poison
Senses passive Perception 14
Languages Common, Slyvan
Challenge 2 (450 XP)

Fetid Censer. The crone uses a censer as her arcane focus, which amplifies certain spells of hers. Only the crone can use this censer as an arcane focus.

- *Poison Spray* targets each creature in a 10 by 10 square originating from the crone.
- *Darkness* causes each creature that ends its turn its radius to have disadvantage on all wisdom saving throws until it leaves the radius.
- *Stinking Cloud*'s radius is increased to 30 ft. and plant creatures automatically succeed on the saving throw.

Spellcasting. The crone is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The crone has the following spells prepared:

Cantrips (at will): *Dancing Lights, Mage Hand, Poison Spray*
1st level (4 slots): *Guiding Bolt, Mage Armor, Sleep*
2nd level (3 slots): *Blindness/Deafness, Darkness, Invisibility*
3rd level (2 slots): *Bestow Curse, Clairvoyance, Stinking Cloud*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

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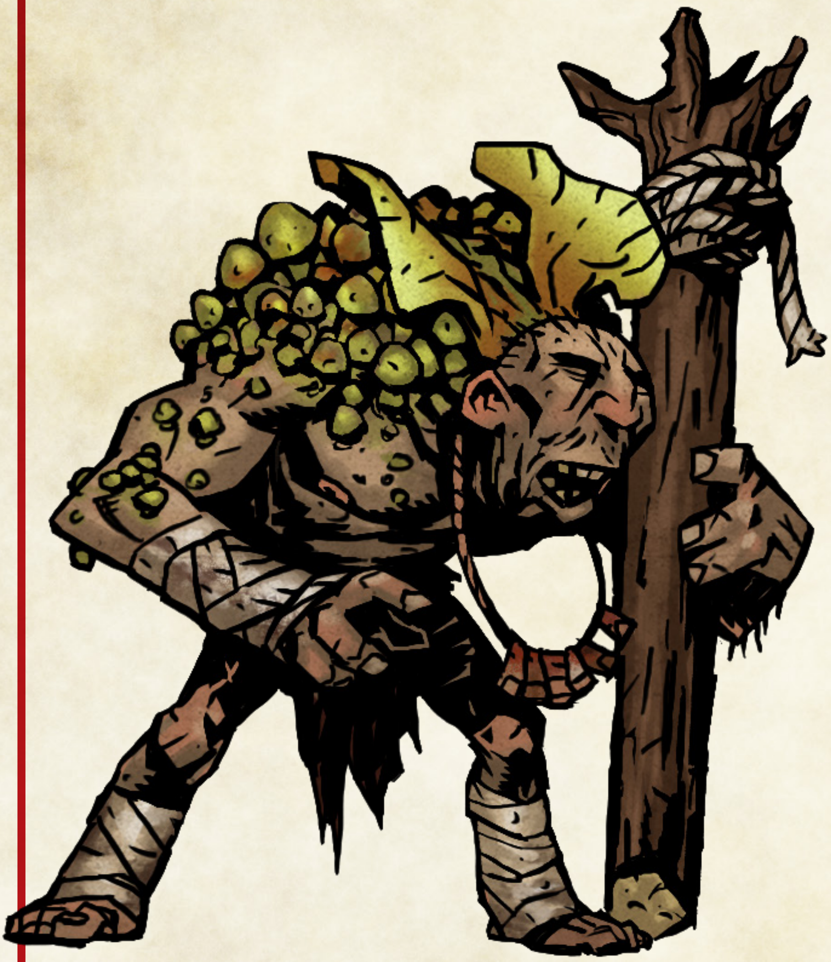
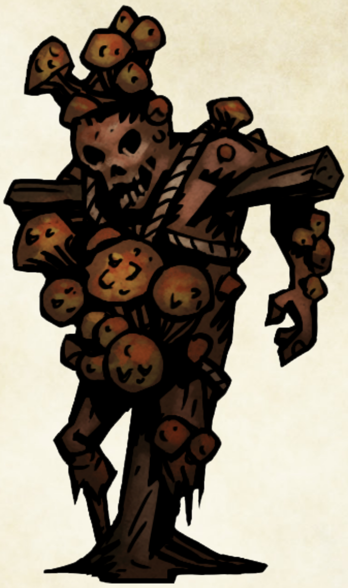
Artwork by Red Hook Studios



UNCLEAN GIANT

The giants hidden in the Weald have proven themselves too resistant for the infecting fungus to take over. While they have not been consumed by the fungus, the giants bear its mark in a horrific symbiosis.

On the back of their mighty host, the corruption found a new way to spread its lethal spores, while the giant enjoys a ready supply of food growing on its back.



UNCLEAN GIANT

Huge giant, neutral evil

Armor Class 12 (natural armor)
Hit Points 105 (10d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	6 (-2)	9 (-1)	7 (-2)

Saving Throws Str +8, Con +7
Skills Athletics +8
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Giant, Sylvan
Challenge 6 (2,300 XP)

Fungus Infested. The giant counts as being both a giant and a plant in terms of creature types and is affected by any game effect that targets either types.

Poison Spores. Each strike against the giant releases a puff of toxic spores. The first time in a turn when a creature hits the giant with an attack while within 5 ft. of it must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save and half as much on a successful one.

ACTIONS

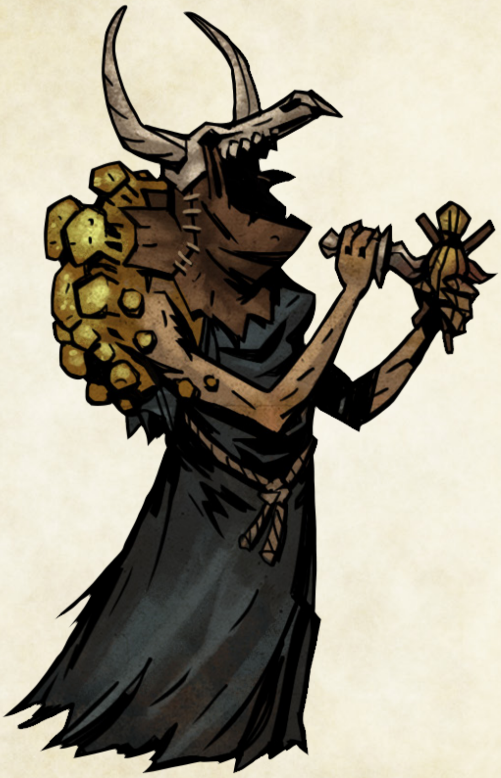
Multiattack. The unclean giant makes two attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

***Confusion Spores* (*Recharge 5-6*).** The unclean giant unleashes a cloud of mind altering spores in a radius of 30 ft. centered on itself. Each non-plant creature in the area must make a DC 15 Wisdom saving throw. On a failed safe, the creature can't take reactions until the start of its next turn and rolls a d6 to determine what it does during its turn. On a 1 or 2, the creature does noting. On a 3 or 4 the creature takes no action or bonus action and uses all its movement to move in a randomly determined action. On a 5 or 6, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

VIRAGO

The most devoted followers of the Hag began to mimic her experiments, using themselves as willing test subjects for experimentation. They became one with the corruption and reached a deep understanding of the rotting beauty that the Hag has brought to the land.
With a mastery of the most vile corrupted magic, the Viragos are some of the most powerful enforcers under the leadership of the Hag.



HATEFUL VIRAGO

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Dex +6, Con +6
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Slyvan
Challenge 6 (2,300 XP)

Fungus Infested. The virago counts as being both a humanoid and a plant in terms of creature types and is affected by any game effect that targets either types.

From Death Comes Life. During its turn, the virago can use a bonus action to have a necrotic fungus sprout from a corpse within 40 ft. of itself.

The necrotic fungus is a plant of medium size. It is not a creature and does not act, but it spreads necrotic spores within 20 ft. of itself. A creature cannot regain hit points as long as it is within that area. The necrotic fungus can be attacked and destroyed (AC 10; 20 hit points; immunity to poison and psychic damage).

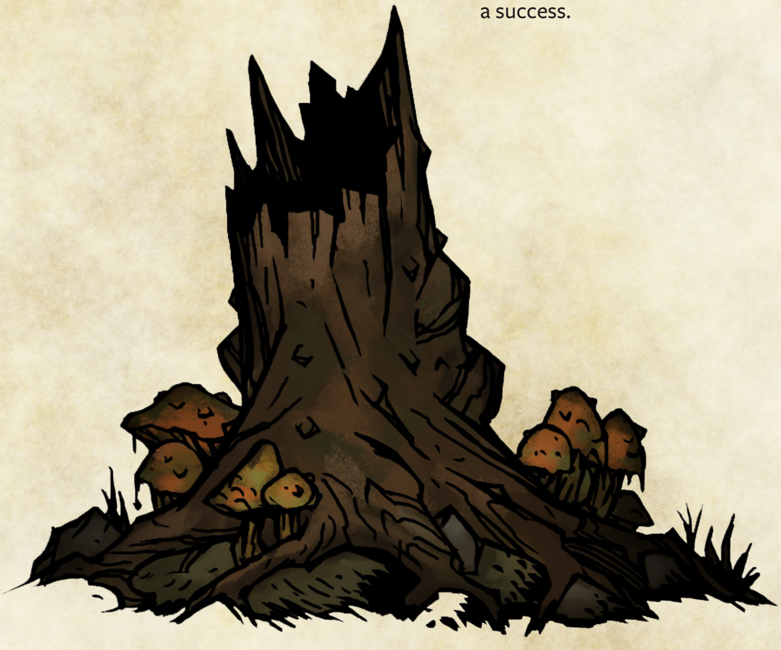
Innate Spellcasting. The hateful virago's spellcasting ability is Wisdom (spell save DC 15). The hateful virago can innately cast the following spells, requiring no material components:

At will: *Druid Craft*
2/day each: *Bestow Curse*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Putrefying Breath. The hateful virago unleashes noxious spores from its mouth in a 20 ft. cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save a creature takes 18 (4d8) poison damage and is poisoned for 1 minute. On a successful save a creature takes half as much damage and is not poisoned. A poisoned creature takes 9 (2d8) poison damage at the beginning of its turn. At the end of its turn it can repeat the saving throw, ending the poison on a success.



HAG

The Ancestor had collected many rare and elusive volumes on ancient herbal properties for his personal research. His work was interrupted, however, by a striking young woman who repeatedly insisted on an audience with the Ancestor.

Once meeting her, the Ancestor found himself greatly impressed with the woman's in-depth knowledge of horticulturalism and its use in arcane practice. So he began involving her in his research and work. Together they began to plant, harvest, and brew. The woman had a callous habit for self- experimentation. She began digesting the products of their research and over time she changed. The Ancestor in turn became more and more disgusted by her grotesque appearance to the point where she grew intolerable to him. So he banished her into the wilds outside of the Estate. There she continued her research and today the Weald is now a host for hideous fungi and unspeakable corruption.

VARIANT: CAULDRON

When encountered in her lair, you can often expect the Wizened Hag to have her Cauldron available. The Wizened Hag encountered together with her Cauldron is considered a Challenge 5 creature, as the Cauldron gives her further options in combat.

Cauldron
Large Object
Armor Class: 13
Hit Points: 100
Damage Immunities: poison, psychic
The Wizened Hag can stuff a creature she has grabbed into the cauldron as a bonus action. A creature inside the cauldron is stunned and takes 7 (2d6) fire damage at the beginning of each of its turns. At the end of the creature's turn it can make a DC 16 Strength saving throw. on a success it escapes the cauldron. If the Cauldron has taken 20 points of damage since a creature has been trapped in it, the trapped creature is freed. Only one creature can be trapped in the cauldron at a time.

WIZENED HAG

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	13 (+1)	16 (+3)	8 (-1)

Saving Throws Str +6, Con +5
Skills Arcana +3, Athletics +6, Perception +5, Survival +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Slyvan
Challenge 4 (1,100 XP)

Twisted Strength. The hag counts as one size larger while grappling.

Into The Pot. The hag counts can stuff a creature she has grappled that is not larger than medium size into her cauldron as a bonus action.

ACTIONS

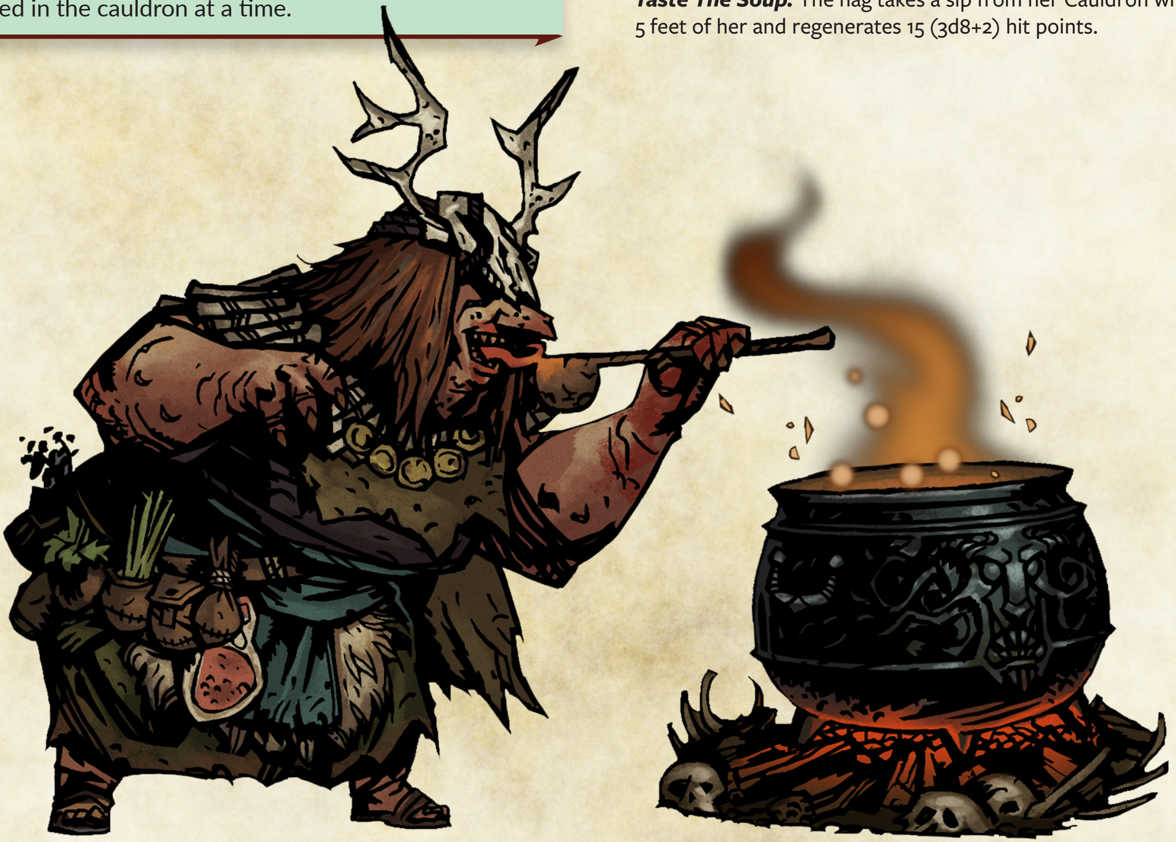
Multiattack. The hag makes three attacks: two of them must be meat tenderizer attacks.

Meat Tenderizer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Mangle. The hag makes a grapple check against a creature in reach, escape DC 14.

Season To Perfection. The hag sprinkles a mixture of vile herbs and powders over a creature within 15 feet of her. The creature must succeed on a DC 13 Constitution saving throw or takes 7 (2d6) poison damage and is poisoned until the end of the hag's next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Taste The Soup. The hag takes a sip from her Cauldron within 5 feet of her and regenerates 15 (3d8+2) hit points.



Veteran Weald Corruption

Fungal Grabber

Medium plant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	4 (-3)	7 (-2)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 20 ft. (blind beyond this radius) passive Perception 8
Languages -
Challenge 2 (450 XP)

Actions

Multiattack. The fungal grabber makes two claw attacks. If both attacks hit the same target, it becomes grappled, escape DC 13. While grappling, the fungal grabber can only make claw attacks against the target it has grappled.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. This attack deals an extra 4 (1d8) damage if the attack is made with advantage.

Fungal Battery

Medium plant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	4 (-3)	7 (-2)	6 (-2)

Saving Throws Dex +5, Wis +1
Skills Perception 0
Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1 (200 XP)

Actions

Marking Spores. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) poison damage. The target gets marked with pheromones for one minute. Any plant type creature has advantage on all attacks against the marked creature and is aware of its exact position as long as the creature is within 120 feet of it. A creature can spend an action to remove the spores.

Rain of Blight. Each creature in a 10-foot-radius centered on a point within 60 feet of the fungal battery must make a DC 13 Constitution saving throw. A creature takes 7 (2d6) poison damage on a failed save or half as much damage on a successful one.

Cloud Of Spores. The fungal battery releases a cloud that fills a 15 foot cube centered on itself. Each creature in the cloud other than the fungal battery must make a DC 13 Constitution saving throw. On a failed save a creature takes 4 (1d8) poison damage and can't take reactions until the beginning of its next turn. The area of the cloud is heavily obscured and lasts until the beginning of the fungal battery's next turn.

QUIVERING ECTOPLASM

Medium ooze, unaligned

Armor Class 9
Hit Points 32 (5d8 + 10)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	3 (-4)	11 (0)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10
Languages -
Challenge 1 (200 XP)

Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

Forming Pains. When an ectoplasm is created by another ectoplasm's Cytokinesis, it cannot use it's Cytokinesis until the end of its next turn. Additionaly an ectoplasm spawned by Cytokinesis cannot use Ectoplasmic Profusion before it has finished a short or long rest.

ACTIONS

Slime. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., range 20/40 ft., one target. *Hit:* 9 (2d8) acid damage.

Ectoplasmic Profusion. The quivering ectoplasm merges with another quivering ectoplasm within 5 feet to form a towering ectoplasm. The towering ectoplasm spawns in the same position of the merging. Any creature within 10 feet of the ectoplasm must make a DC 12 Dexterity saving throw. On a failure the creature takes 7 (2d6) acid damage.

Cytokinesis (Recharge 4-6). The ectoplasm multiplies, spawning another quivering ectoplasm within 5 feet of itself. The ectoplasm can only multiply twice per long rest.

TOWERING ECTOPLASM

large ooze, unaligned

Armor Class 8
Hit Points 95 (10d10 + 40)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	18 (+4)	3 (-4)	13 (+1)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 3 (700 XP)

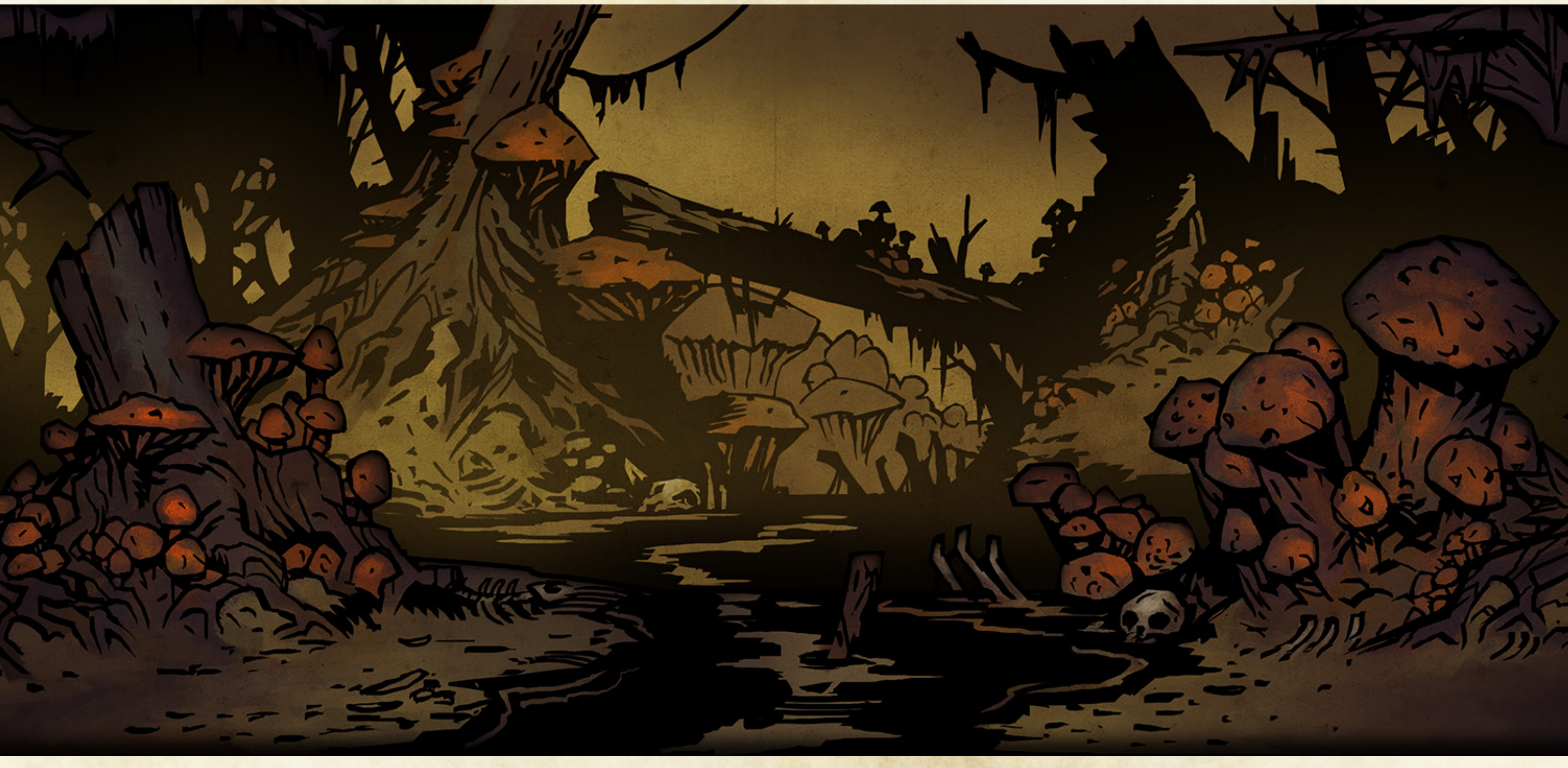
Amorphous. The towering ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slime. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) acid damage.

Flailing. The towering ectoplasm flails wildly. Each creature within 5 feet of the towering ectoplasm must make a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save and half as much on a successful one.

Cytokinesis (Recharge 4-6). The large ectoplasm multiplies, spawning a quivering ectoplasm within 5 feet of itself. The towering ectoplasm can multiply 3 times per long rest.



HAG

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	18 (+4)	14 (+2)	17 (+3)	8 (-1)

Saving Throws Str +10, Con +8, Wis +7
Skills Arcana +6, Athletics +10, Perception +7, Survival +7
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 17
Languages Common, Slyvan
Challenge 9 (5,000 XP)

Twisted Strength. The hag counts as one size larger while grappling.

Into The Pot. The hag counts can stuff a creature she has grappled that is not larger than medium size into her cauldron as a bonus action.

Legendary Resistance (2/Day). If the hag fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The hag makes three attacks: two of them must be meat tenderizer attacks.

Meat Tenderizer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage.

Mangle. The hag makes a grapple check against a creature in reach, escape DC 18.

Season To Perfection. The hag sprinkles a mixture of vile herbs and powders in 5 ft. radius at a point within 15 feet of her. Each creature in the area must succeed on a DC 15 Constitution saving throw or takes 7 (2d6) poison damage and is poisoned for one minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the poison on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Taste The Soup. The hag takes a sip from her Cauldron within 5 feet of her and regenerates 21 (4d8+3) hit points.

LEGENDARY ACTIONS

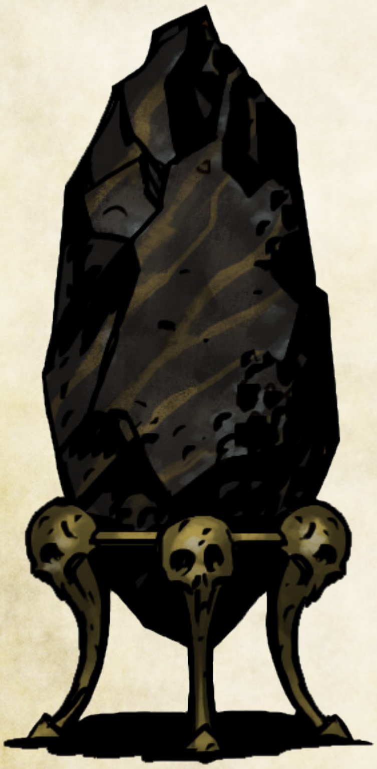
The hag can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of her turn.

Move. The hag moves up to half of her speed.
Grab. The hag makes a grapple check against a creature in reach, escape DC 18.
Into The Pot. The hag stuffs a creature she has grappled into her cauldron. To do so, the hag must be within 5 ft. of her cauldron.
Meat Tenderizer (2 Actions). The hag attacks with her meat tenderizer.

VARIANT: CAULDRON

When encountered in her lair, you can often expect the Hag to have her Cauldron available. The Hag encountered together with her Cauldron is considered a Challenge 10 creature, as the Cauldron gives her further options in combat.

Cauldron
Large Object
Armor Class: 14
Hit Points: 140
Damage Immunities: poison, psychic
The Hag can stuff a creature she has grabbed into the cauldron as a bonus action. A creature inside the cauldron is stunned and takes 10 (3d6) fire damage at the beginning of each of its turns. At the end of the creature's turn it can make a DC 18 Strength saving throw. on a success it escapes the cauldron. If the Cauldron has taken 30 points of damage since a creature has been trapped in it, the trapped creature is freed. Only one creature can be trapped in the cauldron at a time.



Champion Weald Corruption

Fungal Crawler

Medium plant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	4 (-3)	8 (-1)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 9
Languages -
Challenge 5 (1,800 XP)

Maul. The fungal crawler has advantage on attack rolls against creatures it has grappled.

Actions

Multiattack. The fungal crawler makes two claw attacks. If both attacks hit the same target, it becomes grappled, escape DC 15. While grappling, the fungal crawler can only make claw attacks against the target it has grappled.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. This attack deals an extra 9 (2d8) damage if the attack is made with advantage.

Fungal Bombard

Medium plant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	18 (+4)	4 (-3)	8 (-1)	6 (-2)

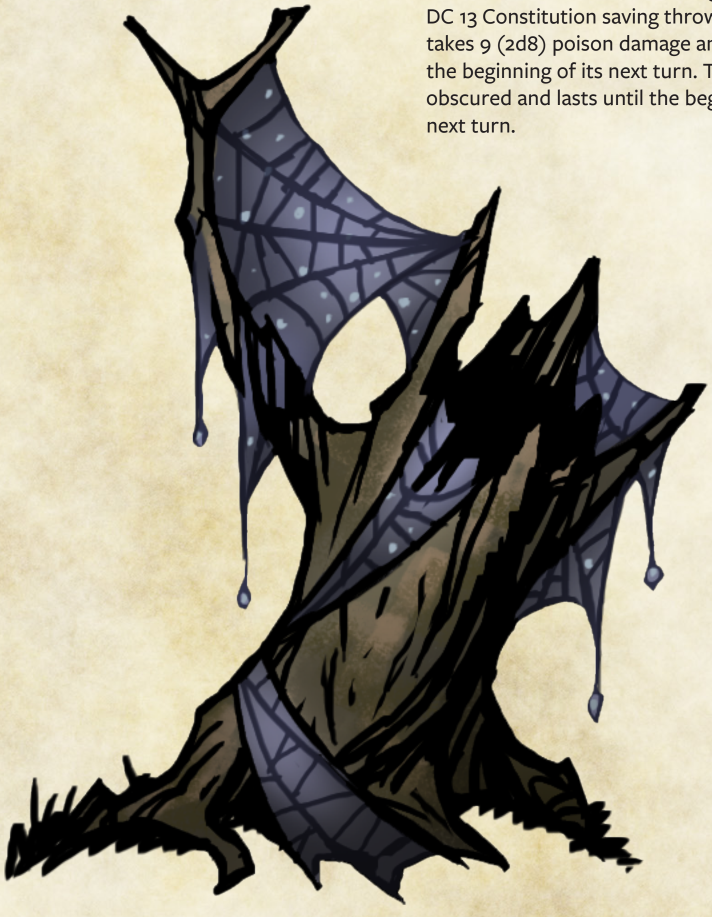
Saving Throws Dex +6, Con +6, Wis +1
Skills Perception +1
Damage Vulnerabilities fire
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Actions

Marking Spores. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 9 (2d4 + 4) poison damage. The target gets marked with pheromones for one minute. Any plant type creature has advantage on all attacks against the marked creature and is aware of its exact position as long as the creature is within 120 feet of it. A creature can spend an action to remove the spores.

Rain of Blight. Each creature in a 20-foot-radius centered on a point within 60 feet of the fungal bombard must make a DC 14 Constitution saving throw. A creature takes 14 (4d6) poison damage on a failed save or half as much damage on a successful one.

Cloud Of Spores. The fungal bombard releases a cloud that fills a 10-foot radius centered on itself. Each creature in the cloud other than the fungal bombard must make a DC 13 Constitution saving throw. On a failed save a creature takes 9 (2d8) poison damage and can't take reactions until the beginning of its next turn. The area of the cloud is heavily obscured and lasts until the beginning of the fungal bombard's next turn.



COHESIVE ECTOPLASM

Medium ooze, unaligned

Armor Class 10 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10
Languages -
Challenge 1 (200 XP)

Amorphous. The ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

Forming Pains. When an ectoplasm is created by another ectoplasm's Cytokinesis, it cannot use it's Cytokinesis until the end of its next turn. Additionaly an ectoplasm spawned by Cytokinesis cannot use Ectoplasmic Profusion before it has finished a short or long rest.

ACTIONS

Slime. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., range 20/40 ft., one target. *Hit:* 18 (4d8) acid damage.

Ectoplasmic Profusion. The cohesive ectoplasm merges with another cohesive ectoplasm within 5 feet to form a giant ectoplasm. The giant ectoplasm spawns in the same position of the merging. Any creature within 10 feet of the ectoplasm must make a DC 13 Dexterity saving throw. On a failure the creature takes 10 (3d6) acid damage.

Cytokinesis (Recharge 4-6). The ectoplasm multiplies, spawning another cohesive ectoplasm within 5 feet of itself. The ectoplasm can only multiply twice per long rest.

GIANT ECTOPLASM

large ooze, unaligned

Armor Class 8
Hit Points 161 (14d10 + 84)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	22 (+6)	3 (-4)	14 (+2)	3 (-4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 12
Languages -
Challenge 7 (2,900 XP)

Amorphous. The giant ectoplasm can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slime. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 31 (7d8) acid damage.

Flailing. The giant ectoplasm flails wildly. Each creature within 5 feet of the giant ectoplasm must make a DC 17 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save and half as much on a successful one.

Cytokinesis (Recharge 4-6). The giant ectoplasm multiplies, spawning a cohesive ectoplasm within 5 feet of itself. The giant ectoplasm can multiply 3 times per long rest.

BLIGHTED CRONE

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	19 (+4)	16 (+3)	13 (+1)

Skills Nature +7, Perception +6, Stealth +5
Damage Resistances poison
Senses passive Perception 16
Languages Common, Slyvan
Challenge 6 (2,300 XP)

Fetid Censer. The crone uses a censer as her arcane focus, which amplifies certain spells of hers. Only the crone can use this censer as an arcane focus.

- *Poison Spray* targets each creature in a 10 by 10 square originating from the crone.
- *Darkness* causes each creature that ends its turn its radius to have disadvantage on all wisdom saving throws until it leaves the radius.
- *Stinking Cloud*'s radius is increased to 30 ft. and plant creatures automatically succeed on the saving throw.
- *Cloud Kill*'s does not harm plant creatures that enter the spell's area.

Spellcasting. The crone is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The crone has the following spells prepared:

Cantrips (at will): *Dancing Lights, Mage Hand, Poison Spray*
1st level (4 slots): *Guiding Bolt, Mage Armor, Sleep*
2nd level (3 slots): *Blindness/Deafness, Darkness, Invisibility*
3rd level (3 slots): *Bestow Curse, Clairvoyance, Stinking Cloud, Speak with Dead*
4th level (3 slots): *Blight, Greater Invisibility, Polymorph*
5th level (2 slots): *Contagion, Cloudkill*
6th level (1 slots): *Transport via Plants*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BLIGHTED GIANT

Huge giant, neutral evil

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (0)	22 (+6)	6 (-2)	10 (0)	7 (-2)

Saving Throws Str +11, Con +10, Wis +4
Skills Athletics +11, Perception +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Giant, Sylvan
Challenge 9 (5,000 XP)

Fungus Infested. The giant counts as being both a giant and a plant in terms of creature types and is affected by any game effect that targets either types.

Poison Spores. Each strike against the giant releases a puff of toxic spores. The first time in a turn when a creature hits the giant with an attack while within 5 ft. of it must make a DC 18 Constitution saving throw, taking 10 (3d6) poison damage on a failed save and half as much on a successful one.

ACTIONS

Multiattack. The blighted giant makes two attacks.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Confusion Spores (Recharge 5-6). The blighted giant unleashes a cloud of mind altering spores in a radius of 30 ft. centered on itself. Each non-plant creature in the area must make a DC 18 Wisdom saving throw. On a failed safe, the creature can't take reactions until the start of its next turn and rolls a d6 to determine what it does during its turn. On a 1 or 2, the creature does noting. On a 3 or 4 the creature takes no action or bonus action and uses all its movement to move in a randomly determined action. On a 5 or 6, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

HAG WITCH

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 210 (20d10 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	20 (+5)	16 (+3)	18 (+4)	9 (-1)

Saving Throws Str +13, Con +10, Wis +9, Cha +4
Skills Arcana +8, Athletics +13, Perception +9, Survival +9
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 19
Languages Common, Slyvan
Challenge 14 (11,500 XP)

Twisted Strength. The hag counts as one size larger while grappling.

Into The Pot. The hag counts can stuff a creature she has grappled that is not larger than medium size into her cauldron as a bonus action.

Legendary Resistance (3/Day). If the hag fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The hag makes three attacks: two of them must be meat tenderizer attacks.

Meat Tenderizer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d12 + 8) bludgeoning damage.

Mangle. The hag makes a grapple check against a creature in reach, escape DC 21.

Season To Perfection. The hag sprinkles a mixture of vile herbs and powders in 10 ft. radius at a point within 15 feet of her. Each creature in the area must succeed on a DC 17 Constitution saving throw or takes 10 (3d6) poison damage and is poisoned for one minute. Creatures that fail the saving throw by 5 or more spend their action during their next turn retching and reeling. A poisoned creature repeats the saving throw at the end of each of its turns, ending the poison on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Taste The Soup. The hag takes a sip from her Cauldron within 5 feet of her and regenerates 21 (4d8+3) hit points.

LEGENDARY ACTIONS

The hag can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of her turn.

Move. The hag moves up to half of her speed.
Grab. The hag makes a grapple check against a creature in reach, escape DC 21.
Into The Pot. The hag stuffs a creature she has grappled into her cauldron. To do so, the hag must be within 5 ft. of her cauldron.
Meat Tenderizer (2 Actions). The hag attacks with her meat tenderizer.

VARIANT: CAULDRON

When encountered in her lair, you can often expect the Hag Witch to have her Cauldron available. The Hag Witch encountered together with her Cauldron is considered a Challenge 15 creature, as the Cauldron gives her further options in combat.

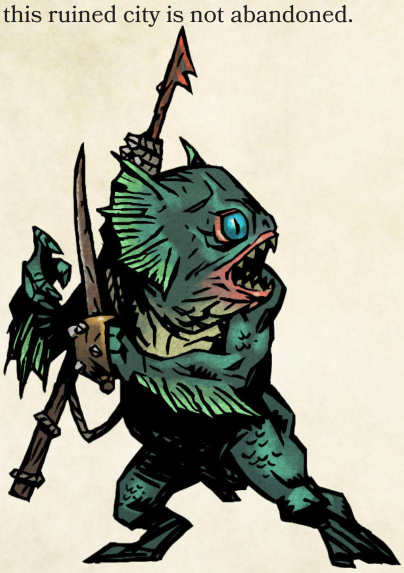
Cauldron
Large Object
Armor Class: 15
Hit Points: 200
Damage Immunities: poison, psychic
The Hag Witch can stuff a creature she has grabbed into the cauldron as a bonus action. A creature inside the cauldron is stunned and takes 14 (4d6) fire damage at the beginning of each of its turns. At the end of the creature's turn it can make a DC 20 Strength saving throw. on a success it escapes the cauldron. If the Cauldron has taken 40 points of damage since a creature has been trapped in it, the trapped creature is freed. Only one creature can be trapped in the cauldron at a time.

PELAGICS

Many eons beyond counting, before the Ancestor was born, before the Manor was built on the hill, even before the Hamlet was founded, a race of abhorrent creatures with half-fish half -human features called this land their home.

Remnants of their civilization can be found littered around the Estate for those who know where to look. But the crown jewel of this ancient empire was a vast underground metropolis underneath the very hill where the Manor now stands.

However, this ruined city is not abandoned.



PELAGIC GROUPER

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (0)	8 (-1)	12 (+1)	7 (-2)

Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Deep Speech
Challenge 1/2 (100 XP)

Amphibious. The pelagic can breathe air and water.

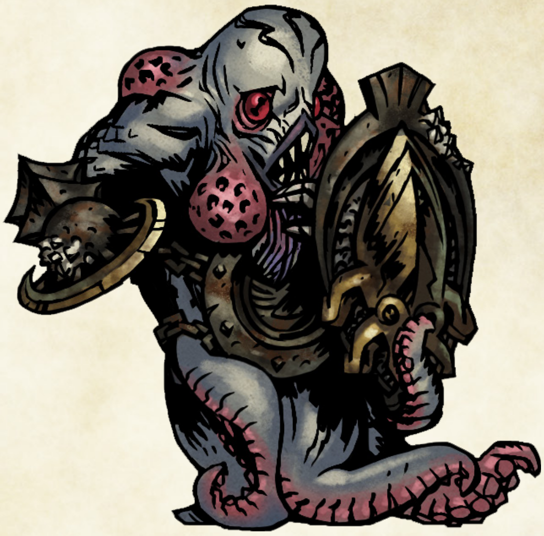
ACTIONS

Crude Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Harpoon. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a medium or smaller size creature, it must succeed a DC 12 Strength saving throw, or be pulled 5 feet towards the pelagic.

VARIANT: PELAGIC CREATURE TYPES

You can feel free to change the creature types of the Pelagic Grouper, Pelagic Guardian, and Pelagic Shaman to Aberration or Humanoid (Pelagic). I simply chose the Monstrosity creature type to represent a bit of lore describing a human being turned into a Pelagic after being bitten by one.



PELAGIC GUARDIAN

Medium monstrosity, neutral evil

Armor Class 17 (natural armor & shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	15 (+2)	7 (-2)	12 (+1)	6 (-2)

Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Deep Speech
Challenge 1/2 (100 XP)

Amphibious. The pelagic can breathe air and water.

ACTIONS

Cestus. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

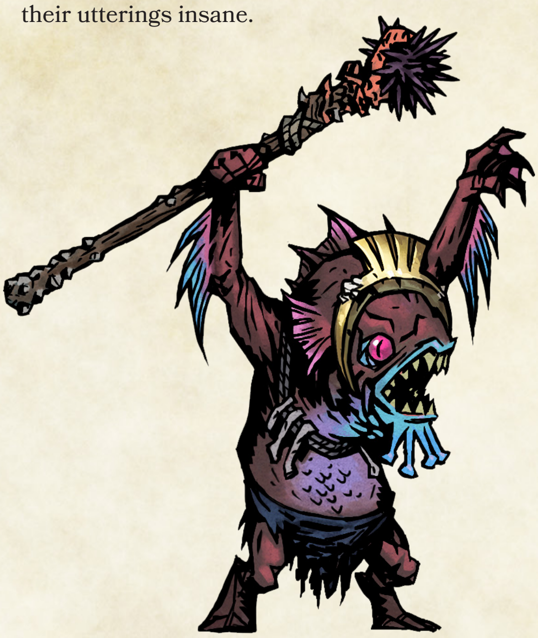
Guard. The pelagic chooses one ally within 5 feet of itself. Until the beginning of the pelagic's next turn any attack that targets the chosen ally has disadvantage as long as the pelagic is within 5 feet of the chosen ally.

REACTIONS

Protect. When a creature within 5 feet of the pelagic attacks an ally under the effect of the pelagic's guard, the pelagic attacks the attacking creature with its cestus. To do so, the pelagic must see the attacker and the creature it guards.

Pelagic Shaman

The sorcerers and religious leaders of the eerie Pelagics, the pelagic shamans, are just as hostile as the other ancient dwellers of the ocean and the Cove. Instead of relying on brute force to defend their sacred waters, the shamans use both eldritch knowledge and powers bestowed upon them by their oceanic deity to strengthen their allies. The shaman's incantations, easily mistaken as guttural gibberish, rend the minds of their foes. Enough to drive any poor unfortunate soul in earshot of their utterings insane.



Pelagic Shaman

Medium monstrosity, neutral evil

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (0)	10 (0)	15 (+2)	12 (+1)

Skills Perception +4
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 14
Languages Aquan, Deep Speech
Challenge 1 (200 XP)

Amphibious. The pelagic can breathe air and water.

Spellcasting. The pelagic is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The pelagic has the following spells prepared:

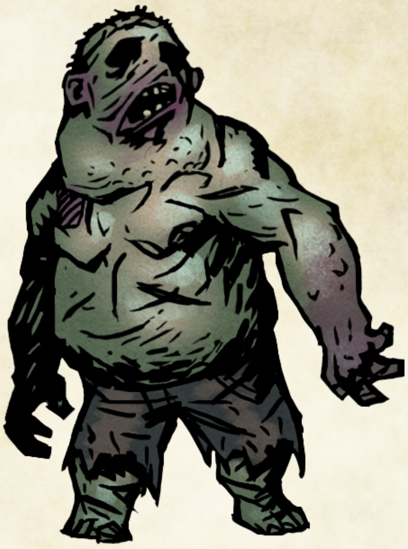
Cantrips (at will): *Guidance, Thaumaturgy, Toll the Dead, Vicious Mockery*
1st level (4 slots): *Bless, Cure Wounds, Dissonant Whispers, Healing Word*
2nd level (3 slots): *Aid, Phantasmal Force, Silence*
3rd level (2 slots): *Animate Dead, Fear, Mass Healing Word*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Drowned Thrall

The Pelagic perform human sacrifices during certain phases of the moon, and feast on what remains after their vile god has been appeased. But when their raiders bring sacrifices that are already deceased - which commonly are sailors or those that have been deemed unworthy for the offering - the twisted Pelagic Shamans turn these bloated corpses into undead thralls with their unholy magic.



Drowned Thrall

Medium undead, neutral evil

Armor Class 10 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities radiant
Condition Vulnerabilities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands all languages it spoke in life but doesn't speak
Challenge 1/2 (100 XP)

Slow Start. When rolling initiative the thrall's explode action needs to recharge before it can be used.

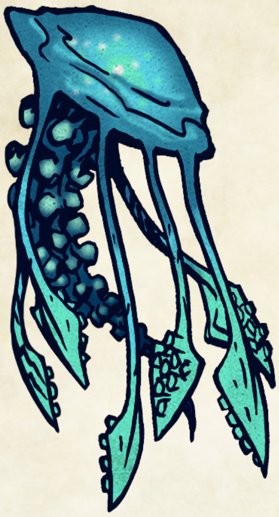
Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. Instead of dealing damage the thrall can choose to grapple the target instead, escape DC 11.

Explode (Recharge 5-6). The thrall explodes, instantly killing it. Each creature within 10 feet of the thrall must make a DC 13 Dexterity saving throw, taking 13 (3d8) necrotic damage on a failed save or half as much on a successful one.

Deep Stinger

Mysterious, elegant, ethereal, and even hauntingly beautiful, the Deep Stinger is a giant jellyfish-like creature that, like their marine cousins, gracefully floats through the salty air of the Cove. When they encounter prey, they attack and immobilize them with their paralyzing and disease-ridden stingers. Once rendered unable to flee or fight back, they then latch onto their prey and feast on their blood.



Deep Stinger

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 13 (3d8)
Speed 0 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (0)	2 (-4)	12 (+1)	2 (-4)

Damage Resistances bludgeoning
Damage Vulnerabilities poison
Condition Immunities blinded, grappled, prone
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Floating. The stinger cannot fly higher than 5 feet above the ground.

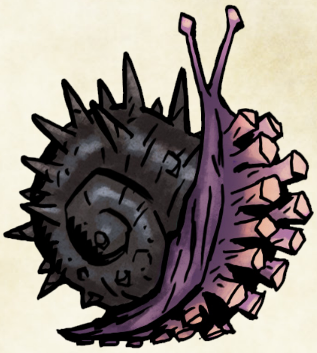
Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shocker. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) lightning damage. The target must succeed on a DC 10 Constitution saving throw or is stunned until the beginning of the stinger's next turn.

Sea Maggot

Simple-minded creatures that have been enthralled by Pelagic sorcery, sea maggots appear to be mutated Sea Snails and are the closest thing the Pelagics have to domesticated pets. While they are neither fast nor physically strong, they make up for these deficiencies with an incredibly tough shell that can repel even the heaviest of blows and the ability to spit an extremely sticky and disease-ridden slime. This slime ensnares their prey, leaving them open to being slain by their masters.



Sea Maggot

Small beast, unaligned

Armor Class 18 (natural armor)
Hit Points 6 (1d6 + 3)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	6 (-2)	16 (+3)	2 (-4)	7 (-2)	3 (-4)

Damage Vulnerabilities poison
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1/4 (50 XP)

Disease Carrier. A sea maggot has a 25% chance of carrying a disease determined by the Dungeon Master.

Gastropod. The sea maggot ignores movement restrictions caused by diffifult terrain. Additionaly the sea maggot can climb difficult sufaces, including upside down on ceilings, without needing to make an ability check.

Shell. As long as the sea maggot is not prone, bludgeoning, piercing and slashing damage that it takes from non-magical weapons is reduced by 2.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1) bludgeoning damage.

Brine. A creature within 30 feet of the sea maggot that it can see, must succeed on a DC 13 Dexterity saving throw, or suffers 3 (1d6) acid damage and its speed is halved until the end of its next turn.

UCA CRUSHER

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Str + 8, Con +7
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages -
Challenge 7 (2,900 XP)

Amphibious. The uca can breathe air and water.

ACTIONS

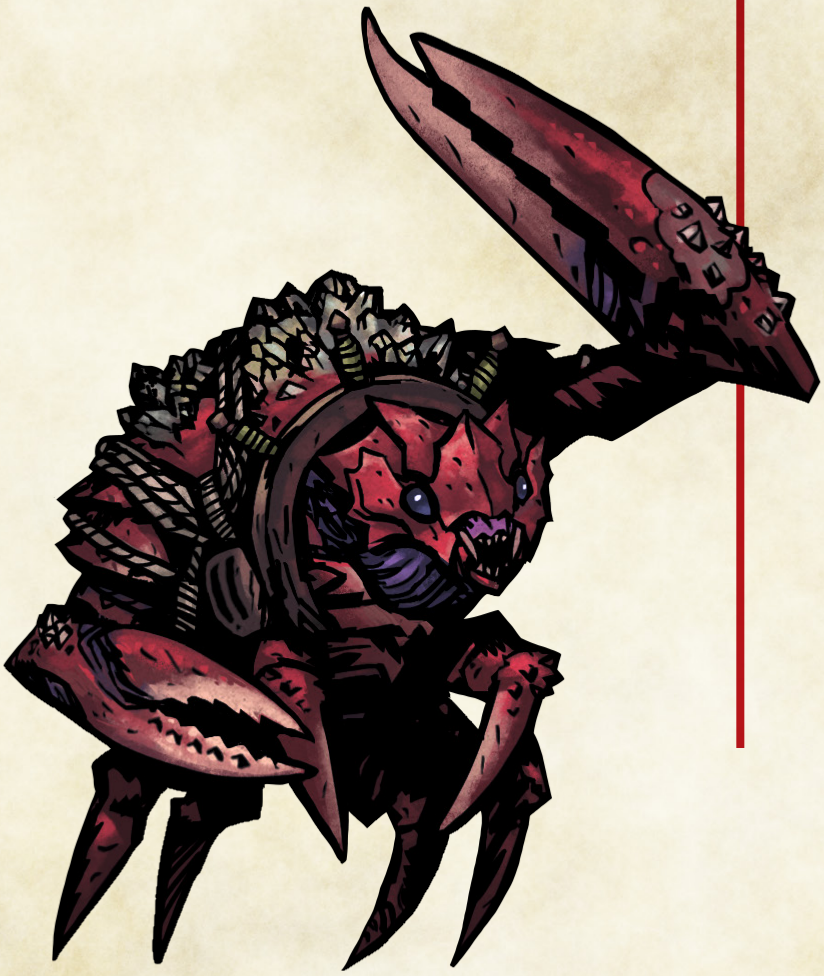
Multiattack. The uca makes two claw slam attacks. If both attacks hit the same creature it must succeed on a DC 16 Constitution saving throw. On a failed save the creature is stunned until the end of the uca's next turn.

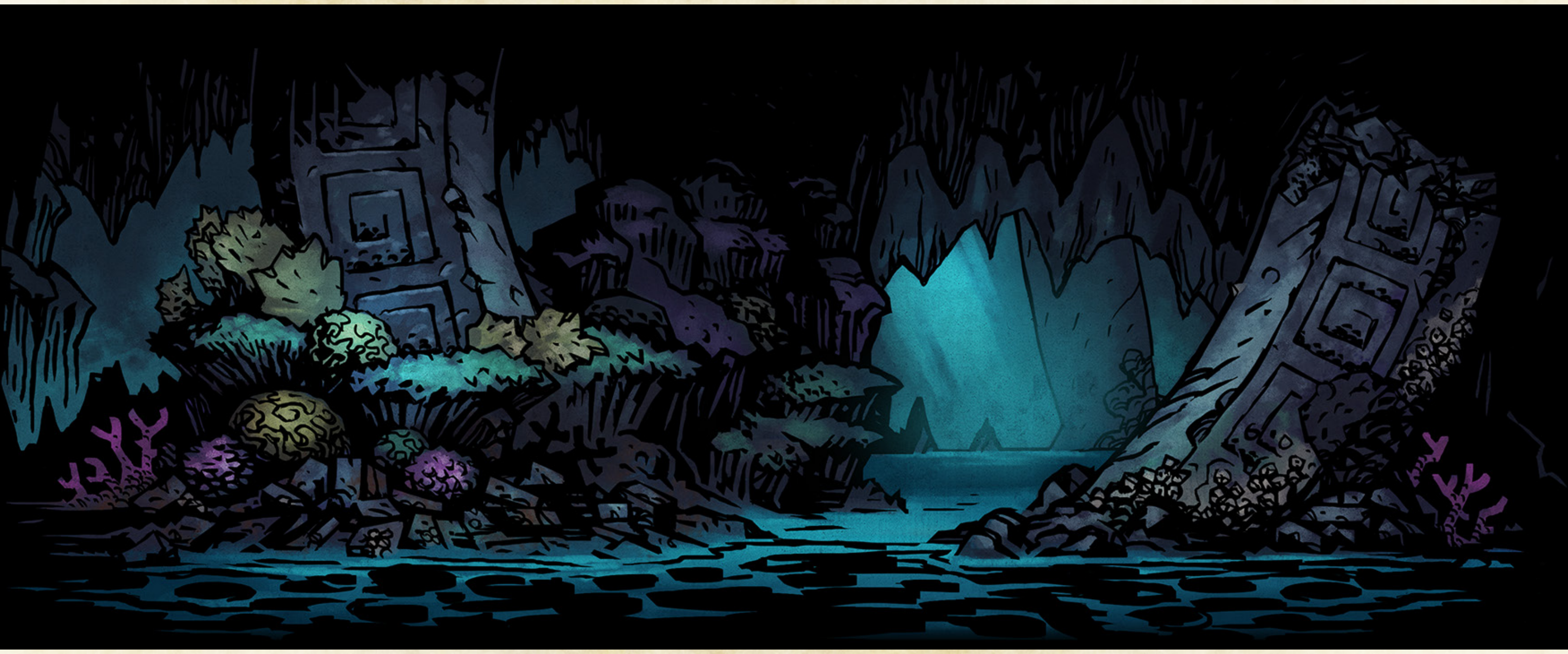
Claw Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Pierce. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. The creature is wounded. At the start of the wounded creature's turn, it takes 10 (4d4) necrotic damage. It then makes a DC 16 Constitution saving throw, ending this effect on itself on a success. This effect also ends at the end of the wounded creature's turn when the creature has taken a total of 30 necrotic damage or more from this effect, or when a creature uses an action to make a successful DC 15 Wisdom (Medicine) check on the creature.

UCA MAJOR

The ucas live within the stygian realms of the Pelagics. ucas are a species of crablike monstrosities, subdued by the Pelagics. The uca adorn their sturdy shells with shipwrecks and other trinkets that sink to the depths which the Pelagics easily provide them with, thus ensuring their loyalty. The uca's powerful claws can easily pulverize bones, but can also skewer entire men with a well aimed jab.

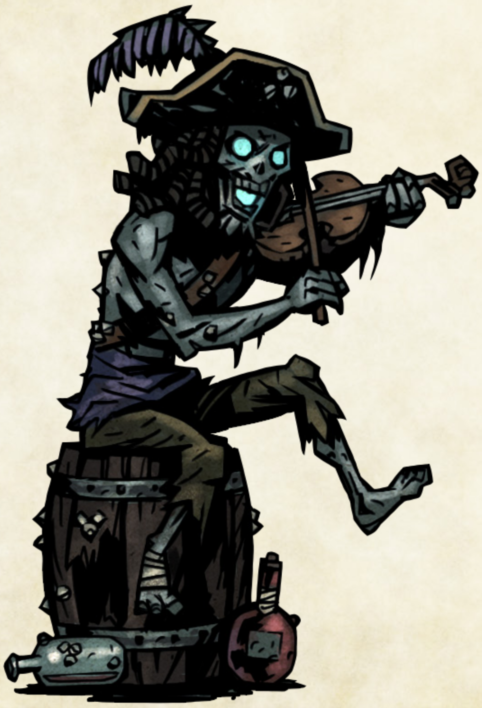




Squiffy Ghast

The Drowned Crew was a diverse bunch of individuals. Among helmsmen, navigators, and cabin boys, were also musicians.

The Squiffy Ghast is just as the rest of its crew cursed with undeath by the Ancestor and for mysterious reasons it is able to manifest far off the drowned crew itself, but it is still bound to them. Cove explorers sometimes report hearing the echoes of the haunting fiddle the Squiffy Ghast plays and they always advise to never seek out its source, as alluring as it may sound.



Squiffy Ghast

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	18 (+4)

Saving Throws Dex +6, Con +6, Wis +4
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, posioned
Senses darkvision 120 ft., passive Perception 11
Languages All languages it spoke in life
Challenge 7 (2,900 XP)

Building Performance. The squiffy ghast cannot use its offkilter jig action before one creature or more has failed its saving throw against its maddening shanty in the last minute.

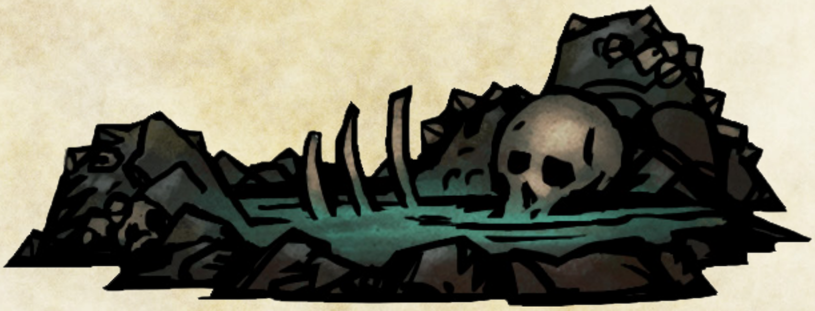
Fancy Footwork. Opportunity attacks against the squiffy ghast have disadvantage.

Actions

Sabre. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Maddening Shanty. A creature within 60 ft. of the squiffy ghast, that can hear it perform, must make a DC 15 Wisdom saving throw. On a failed save the creature takes 13 (3d8) psychic damage and has its mind invaded by the squiffy ghast's shanty. As long as a creature is affected by the shanty, the creature has disadvantage on all Intelligence, Wisdom and Charisma saving throws, as well as Constitution saving throws to concentrate on spells. To end the effect of the shanty a creature must spend a minute in quiet meditation.

Offkilter Jig (Recharge 5-6). Each creature within 20 ft. of the squiffy ghast that can hear it must make a DC 15 Wisdom saving throw. On a failed check a creature begins dance to the music of the squiffy ghast for as long as it can hear the ghast's performance. A dancing creature takes 18 (4d8) psychic damage at the beginning of its turn and has disadvantage on Dexterity saving throws and attack rolls. A dancing creature must use all its movement to dance, causing it to move half of its movement into a random direction without provoking opportunity attacks. Attacks against a dancing creature are made with advantage. At the end of a dancing creature's turn, it can repeat the saving throw, ending the effect on a success.

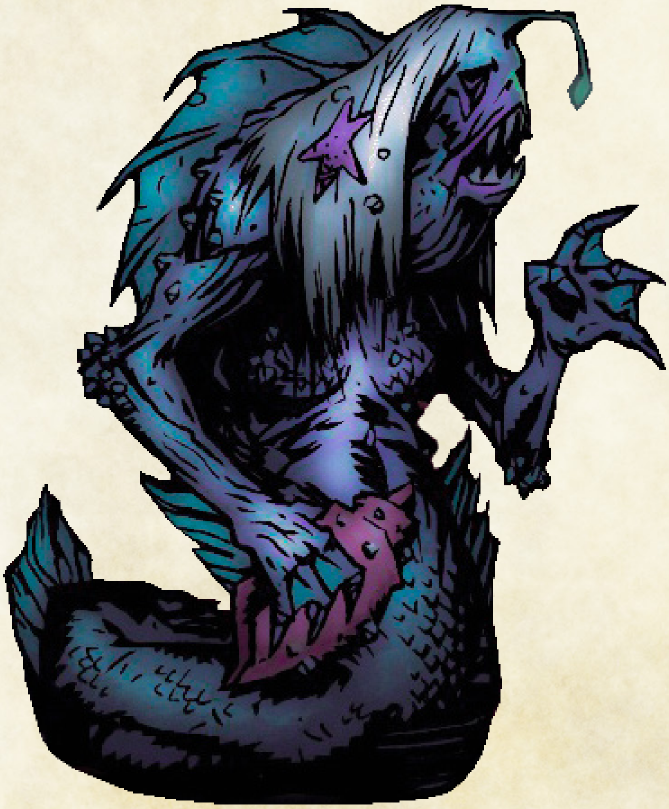


SIREN

Human women who have not been fortunate enough to be killed in the Pelagics nightly raids are abducted into the darkest depths of the cove.

It is unknown what unspeakable rituals and perverse incantations produce a creature such as the siren, a malformed abomination of deceptive allurement. What is known is that the pelagic protect these creations with great devotion and rarely leave them unprotected.

A siren's grotesque appearance may detract from this creature's beguiling nature, as she is able to enchant and dominate even the most stalwart mind with the tune of her song.



SIREN

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 97 (15d10 + 15)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	13 (+1)	8 (-1)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, Deep Speech
Challenge 5 (1,800 XP)

Amphibious. The siren can breathe air and water.

Innate Spellcasting. The siren's spellcasting ability is Charisma (spell save DC 14). The siren can innately cast the following spells, requiring no material components:

At will: *Charm Person, Minor Illusion*

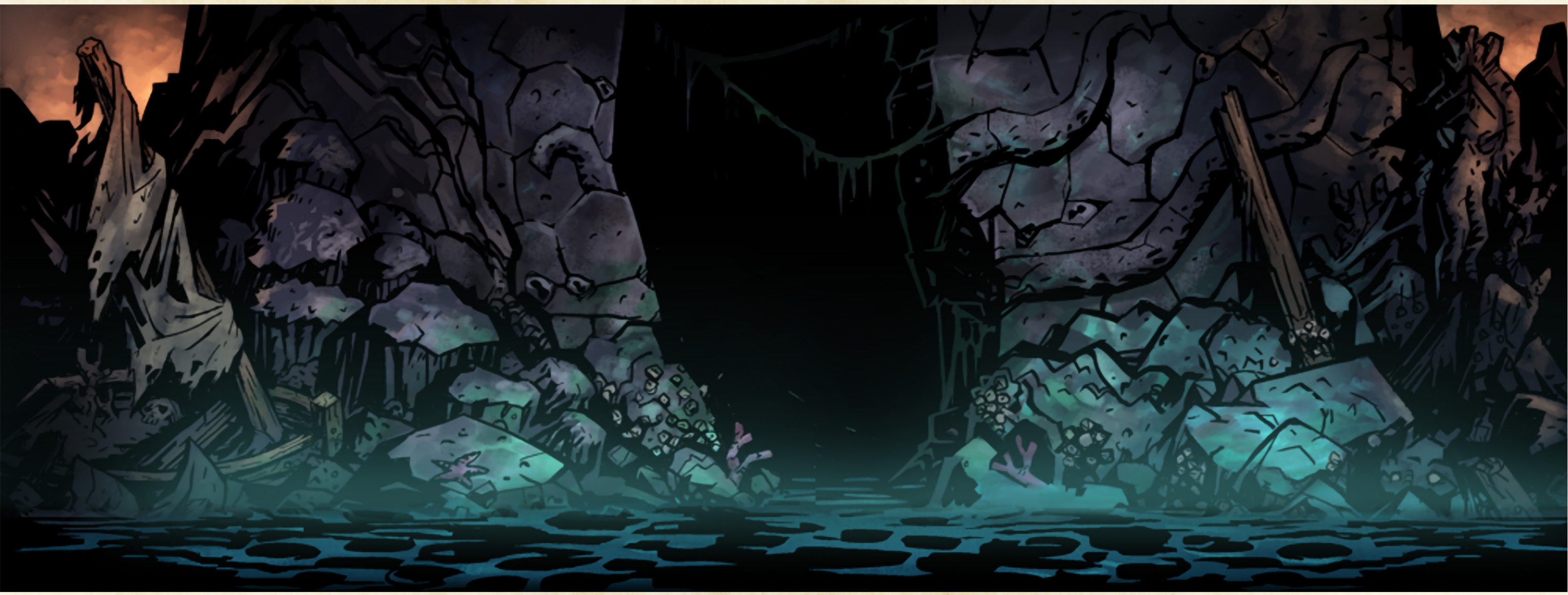
ACTIONS

Multiattack. The siren makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Pressure Crash (Recharge 4-6). Each creature in a 10-foot-radius sphere centered on a point within 60 feet of the siren must make a DC 14 Constitution save. A creature takes 9 (2d8) thunder damage and 9 (2d8) psychic damage on a failed save or half as much damage on a successful one.

Song of Desire. Target humanoid creature within 60 ft of the siren, that can hear her, must succeed on a DC 14 Wisdom saving throw, or is charmed for 1 hour. The siren controls the actions of the charmed creature for the duration of this effect. Each time the charmed creature takes damage it can repeat the saving throw, ending the effect on a success. The effect also ends if the siren uses Song of Desire against another creature.



"These salt-soaked caverns are teeming with pelagic nightmares - they must be flushed out!"

DROWNED CREW

In his search for eldritch knowledge, the Ancestor grew weary of the prying eyes along the roads to the Hamlet. So he decided to have his more questionable deliveries received by marine shipments. For this purpose he employed a crew of particularly unsavory mariners, who would perform the shipments on the behest of the Ancestor. But, as the Ancestor predicted, they began to increase their tariffs in return for absolute secrecy about the dubious contents of their new contractor. At this time, the Ancestor's resources had long been exhausted in the pursuit of his mad endeavour and he had no intention to disburse the crew.

In their sleep, the Ancestor cursed the crew's anchor to damn the Drowned Crew to sink into the dark depth of the ocean and stay there until the end of time.

SODDEN CREW

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	11 (0)	16 (+3)	13 (+1)

Saving Throws Wis +5
Damage Immunities poison
Damage Vulnerabilities radiant
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 6 (2,300 XP)

"All Hands On Deck!". At the beginning of the crew's turn, the captain can ring his bell to summon one drowned puller. The crew cannot summon additional ones, until the summoned drowned puller is killed or dismissed as an action.

Curse Of The Ancestor. The crew is bound by the Ancestor to the depths of the sea for eternity. The crew can by no means be removed out of the ocean by forced movement or teleportation of any kind. Only a wish spell can free the crew of this curse.

Innate Spellcasting. The crew's spellcasting ability is Wisdom (spell save DC 14). The crew can innately cast the following spells, requiring no material components:

2/day each: *Bane, Command*

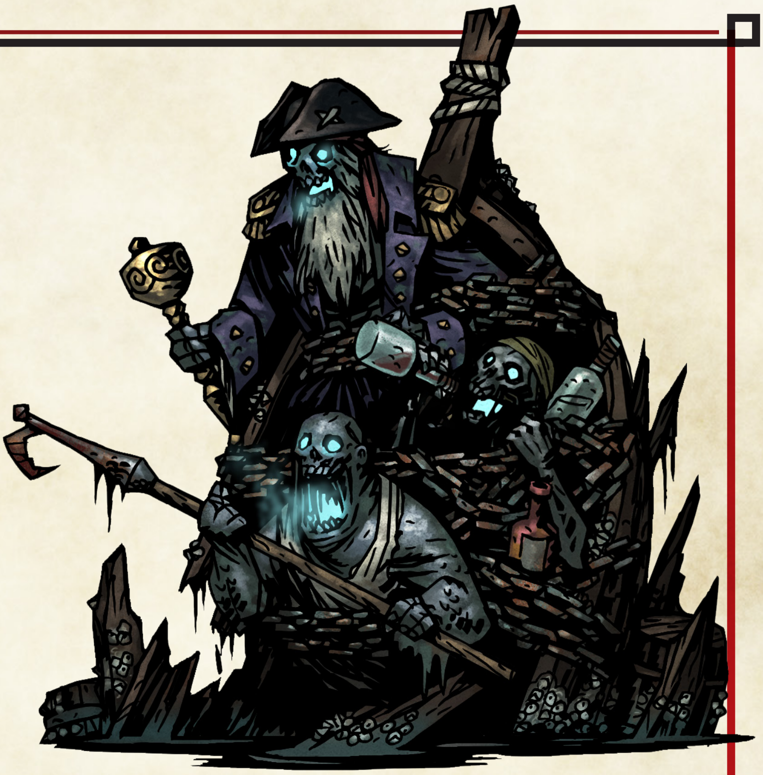
Turn Defiance. The crew has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The crew makes two boarding clutch attacks and casts a spell.

Boarding Clutch. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Drink With The Dead (Recharge 4-6). The crew invites a creature within 60 feet of it to bouse alongside it. The creature must make a DC 14 Wisdom saving throw. On a failed save it suffers 22 (4d10) psychic damage and has disadvantage on all saving throws until the beginning of the crew's next turn. On a success it only suffers half as much damage and has no disadvantage on saving throws.



DROWNED PULLER

medium undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	8 (-1)	12 (+1)	11 (0)

Saving Throws Con +5, Wis +3
Damage Immunities poison
Damage Vulnerabilities radiant
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/2 (100 XP)

Member Of The Crew. The drowned puller is aware of creatures that the crew that summoned it is aware of. If the drowned puller begins its turn further away from the crew than 60 ft., it takes 11 (2d10) force damage.

Sadistic Restoration. Whenever a creature fails its initial saving throw against the drowned puller's "Heave To!", the drowned puller is restored back to its full hit points.

Turn Defiance. The drowned puller has advantage on saving throws against effects that turn undead.

ACTIONS

"Heave To!". The drowned puller throws its spectral anchor at a creature it can see within 30 ft. of itself. The creature must succeed on a DC 14 Wisdom throw or the be entrapped in an illusion of drowning. The character is paralyzed and suffers 9 (2d8) psychic damage at the beginning of its turn. When the creature becomes unconcious, the drowned puller becomes incapacitated, or the drowned puller starts its turn further than 30 ft. away from the creature, this effect ends.

When the drowned puller suffers damage the first time in a turn, a creature under the effect of "Heave to!" can repeat the saving throw. On a successful saving throw the creature breaks through the illusion and the effect ends.

VETERAN PELAGICS

PELAGIC WIDEMOUTH

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	8 (-1)	13 (+1)	7 (-2)

Saving Throws Str +5, Dex +5
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Deep Speech
Challenge 2 (450 XP)

Amphibious. The pelagic can breathe air and water.

Harpoon Mastery. The pelagic ignores disadvantage caused by long range and deals an additional dice of damage when throwing javelins, spears and harpoons (included in the attack).

ACTIONS

Multiattack. The pelagic makes 2 melee weapon attacks.

Crude Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Harpoon. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a medium or smaller size creature, it must succeed a DC 13 Strength saving throw, or be pulled 10 feet towards the pelagic.

PELAGIC BULWARK

Medium monstrosity, neutral evil

Armor Class 18 (natural armor & shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	17 (+3)	7 (-2)	13 (+1)	6 (-2)

Saving Throws Str +5, Con +5
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Deep Speech
Challenge 2 (450 XP)

Amphibious. The pelagic can breathe air and water.

ACTIONS

Multiattack. The pelagic makes 2 melee weapon attacks. The pelagic can use guard in place of one cestus attack.

Cestus. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Guard. The pelagic chooses one ally within 5 feet of itself. Until the beginning of the pelagic's next turn any attack that targets the chosen ally has disadvantage as long as the pelagic is within 5 feet of the chosen ally.

REACTIONS

Protect. When a creature within 5 feet of the pelagic attacks an ally under the effect of the pelagic's guard, the pelagic attacks the attacking creature with its cestus. To do so, the pelagic must see the attacker and the creature it guards.

PELAGIC ORACLE

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 49 (10d8 + 10)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (0)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3
Skills Perception +5
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 15
Languages Aquan, Deep Speech
Challenge 3 (700 XP)

Amphibious. The pelagic can breathe air and water.

Spellcasting. The pelagic is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The pelagic has the following spells prepared:

Cantrips (at will): *Guidance, Thaumaturgy, Toll the Dead, Vicious Mockery*
1st level (4 slots): *Bless, Cure Wounds, Dissonant Whispers, Healing Word*
2nd level (3 slots): *Aid, Phantasmal Force, Silence*
3rd level (2 slots): *Animate Dead, Fear, Mass Healing Word*
4th level (2 slots): *Banishment, Control Water, Locate Creature*
5th level (1 slots): *Insect Plague*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Created by DM Tuz

Artwork by Red Hook Studios

Pustulant Thrall

Medium undead, neutral evil

Armor Class 11 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +4, Con +6
Damage Immunities poison
Condition Vulnerabilities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands all languages it spoke in life but doesn't speak
Challenge 2 (450 XP)

Slow Start. When rolling initiative the thrall's explode action needs to recharge before it can be used.

Gargling Grab. A creature that starts its turn grappled by the thrall, must succeed a DC 14 Wisdom saving throw or becomes frightened by the thrall until the beginning of its next turn.

Actions

Multiattack. The thrall makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. Instead of dealing damage the thrall can choose to grapple the target instead, escape DC 12.

Explode (Recharge 5-6). The thrall explodes, instantly killing it. Each creature within 10 feet of the thrall must make a DC 14 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save or half as much on a successful one.

Energized Stinger

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 0 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	2 (-4)

Damage Resistances bludgeoning
Damage Vulnerabilities poison
Condition Immunities blinded, grappled, prone
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 1 (200 XP)

Floating. The stinger cannot fly higher than 5 feet above the ground.

Actions

Multiattack. The stinger makes two sting attacks. It can replace one stinger attack with a shocker attack.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shocker. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) lightning damage. The target must succeed on a DC 11 Constitution saving throw or is stunned until the beginning of the stinger's next turn.

Plated Maggot

Small beast, unaligned

Armor Class 18 (natural armor)
Hit Points 15 (2d6 + 8)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	6 (-2)	18 (+4)	2 (-4)	7 (-2)	3 (-4)

Damage Vulnerabilities poison
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1/2 (100 XP)

Disease Carrier. A plated maggot has a 25% chance of carrying a disease determined by the Dungeon Master.

Gastropod. The plated maggot ignores movement restrictions caused by diffifult terrain. Additionaly the plated maggot can climb difficult sufaces, including upside down on ceilings, without needing to make an ability check.

Shell. As long as the plated maggot is not prone, it has resistance to bludgeoning, piercing and slashing damage that it takes from non-magical weapons.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1) bludgeoning damage.

Brine. A creature within 30 feet of the plated maggot that it can see, must succeed on a DC 14 Dexterity saving throw, or suffers 7 (2d6) acid damage and its speed is halved until the end of its next turn.

Alluring Siren

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	13 (+1)	18 (+4)

Saving Throws Con +7, Wis +5, Cha +8
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, Deep Speech
Challenge 11 (7,200 XP)

Amphibious. The siren can breathe air and water.

Innate Spellcasting. The siren's spellcasting ability is Charisma (spell save DC 16). The siren can innately cast the following spells, requiring no material components:

At will: *Charm Person, Disguise Self, Minor Illusion*
1/day: *Mass Suggestion*

Legendary Resistance (2/Day). If the siren fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The siren makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

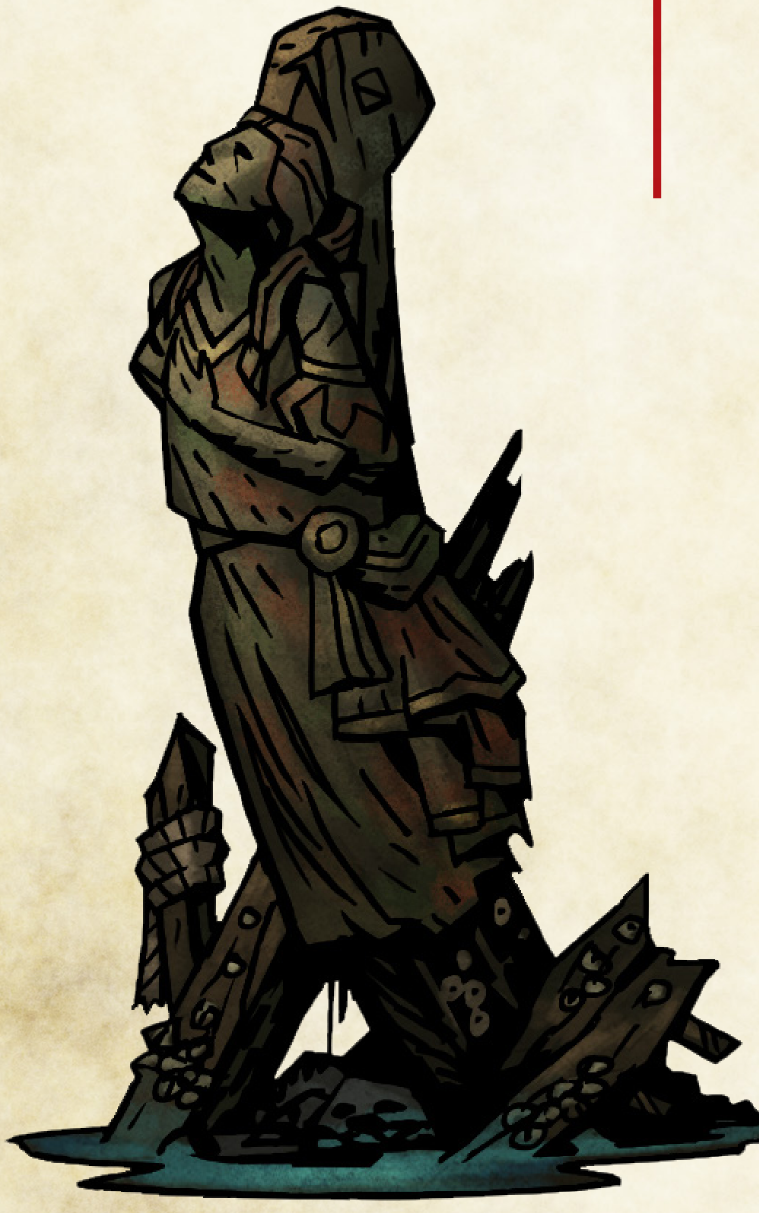
Pressure Crash (Recharge 4-6). Each creature in a 10-foot-radius sphere centered on a point within 60 feet of the siren must make a DC 16 Constitution save. A creature takes 18 (4d8) thunder damage and 18 (4d8) psychic damage on a failed save or half as much damage on a successful one.

Song of Desire. Target creature within 60 ft of the siren, that can hear her, must succeed on a DC 16 Wisdom saving throw, or is charmed for 1 hour. The siren controls the actions of the charmed creature for the duration of this effect. Each time the charmed creature takes damage it can repeat the saving throw, ending the effect on a success. The effect also ends if the siren uses Song of Desire against another creature.

Legendary Actions

The siren can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The siren regains spent legendary actions at the start of its turn.

Move. The siren moves up to half her speed without provoking opportunity attacks.
Detect. The siren makes a Wisdom (Perception) check.
Claws. The siren attacks with her claws.
Devour (2 Actions). The siren manifests lashing tentacles in a 15-foot cone originating from her. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 12 (5d4) piercing damage.



Sunken Crew

Large undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (0)	17 (+3)	13 (+1)

Saving Throws Con +8, Wis +7, Cha +5
Damage Immunities poison
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 12 (8,400 XP)

"All Hands On Deck!". At the beginning of the crew's turn, the captain can ring his bell to summon one drowned ropeman. The crew cannot summon additional ones, until the summoned drowned ropeman is killed or dismissed as an action.

Curse Of The Ancestor. The crew is bound by the Ancestor to the depths of the sea for eternity. The crew can by no means be removed out of the ocean by forced movement or teleportation of any kind. Only a wish spell can free the crew of this curse.

Innate Spellcasting. The crew's spellcasting ability is Wisdom (spell save DC 15). The crew can innately cast the following spells, requiring no material components:

2/day each: *Bane, Command*

Legendary Resistance (2/Day). When the crew fails a saving throw, it can choose to succeed instead.

Turn Immunity. The crew is immune against effects that turn undead.

Actions

Multiattack. The crew makes two boarding clutch attacks and casts a spell.

Boarding Clutch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Drink With The Dead (Recharge 4-6). The crew invites a creature within 60 feet of it to bouse alongside it. The creature must make a DC 15 Wisdom saving throw. On a failed save it suffers 44 (8d10) psychic damage and has disadvantage on all saving throws until the beginning of the crew's next turn. On a success it only suffers half as much damage and has no disadvantage on saving throws.

Legendary Actions

The crew can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crew regains spent legendary actions at the start of its turn.

Move. The crew and its summoned drowned ropeman move up to half of their speed.
Mutiny. A creature within 60 ft. of the crw that can see and hear it must make a DC 15 Charisma saving throw. On a failed save the creature is overcome doubt about its loyalty to its allies. It has disadvantage on ability checks and attack rolls and can't use the help action until the end of its next turn. A creature that is immune to being charmed automatically succeeds the saving throw.
Boarding Clutch (1/Round). The crew attacks with its boarding clutch.

Drowned Ropeman

medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 59 (7d8 + 28)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Saving Throws Con +6, Wis +4
Damage Immunities poison
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 2 (450 XP)

Member Of The Crew. The drowned ropeman is aware of creatures that the crew that summoned it is aware of. If the drowned ropeman begins its turn further away from the crew than 60 ft., it takes 22 (4d10) force damage.

Sadistic Restoration. Whenever a creature fails its initial saving throw against the drowned ropeman's "Heave To!", the drowned ropeman is restored back to its full hit points.

Turn Defiance. The drowned ropeman has advantage on saving throws against effects that turn undead.

Actions

"Heave To!". The drowned ropeman throws its spectral anchor at a creature it can see within 30 ft. of itself. The creature must succeed on a DC 15 Wisdom throw or the be entrapped in an illusion of drowning. The character is paralyzed and suffers 18 (4d8) psychic damage at the beginning of its turn. When the creature becomes unconcious, the drowned ropeman becomes incapacitated, or the drowned ropeman starts its turn further than 30 ft. away from the creature, this effect ends.

When the drowned ropeman suffers damage the first time in a turn, a creature under the effect of "Heave to!" can repeat the saving throw. On a successful saving throw the creature breaks through the illusion and the effect ends.

Artwork by Red Hook Studios

Created by DM Tuz

CHAMPION PELAGICS

PELAGIC PIRANHA

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 36)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	13 (+1)	8 (-1)	14 (+2)	7 (-2)

Saving Throws Str +7, Dex +7, Wis +5
Skills Perception +5
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 15
Languages Aquan, Deep Speech
Challenge 5 (1,800 XP)

Amphibious. The pelagic can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the pelagic hits with it (included in the attack).

Harpoon Mastery. The pelagic ignores disadvantage caused by long range and deals an additional dice of damage when throwing javelins, spears and harpoons (included in the attack).

ACTIONS

Multiattack. The pelagic makes 2 melee weapon attacks.

Crude Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Harpoon. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a medium or smaller size creature, it must succeed a DC 15 Strength saving throw, or be pulled 10 feet towards the pelagic.

PELAGIC CHAMPION

Medium monstrosity, neutral evil

Armor Class 18 (natural armor & shield)
Hit Points 93 (11d8 + 44)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	14 (+2)	6 (-2)

Saving Throws Str +7, Con +7
Skills Perception +5
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Deep Speech
Challenge 5 (1,800 XP)

Amphibious. The pelagic can breathe air and water.

Guard. The pelagic can use a bonus action to protect one creature within 5 feet of itself. As long as the pelagic remains within 5 ft. of the creature, any attack that targets the chosen creature has disadvantage. The pelagic can only protect one creature at a time.

Protective Reflexes. The pelagic has an additional reaction per round which it can only use for its protect reaction.

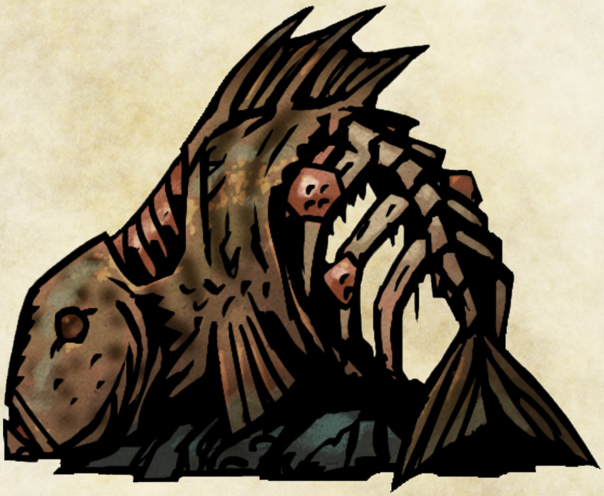
ACTIONS

Multiattack. The pelagic makes 2 melee weapon attacks.

Cestus. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. The target must succeed on a DC 16 Constitution saving throw. On a failed save the creature takes 7 (2d6) necrotic damage. Constructs, undead, and other creatures without blood succeed the saving throw automatically.

REACTIONS

Protect. When a creature within 5 feet of the pelagic attacks an ally under the effect of the pelagic's guard, the pelagic attacks the attacking creature with its cestus. To do so, the pelagic must see the attacker and the creature it guards.



Pelagic Oracle

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (0)	18 (+4)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Perception +7
Damage Vulnerabilities poison
Senses darkvision 120 ft., passive Perception 17
Languages Aquan, Deep Speech
Challenge 6 (2,300 XP)

Amphibious. The pelagic can breathe air and water.

Spellcasting. The pelagic is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The pelagic has the following spells prepared:

Cantrips (at will): *Guidance, Thaumaturgy, Toll the Dead, Vicious Mockery*
1st level (4 slots): *Bless, Cure Wounds, Dissonant Whispers, Healing Word*
2nd level (3 slots): *Aid, Phantasmal Force, Silence*
3rd level (2 slots): *Animate Dead, Fear, Mass Healing Word*
4th level (2 slots): *Banishment, Control Water, Locate Creature*
5th level (2 slots): *Insect Plague, Mass Cure Wounds*
6th level (1 slots): *Create Undead, Harm*
7th level (1 slots): *Symbol*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Bloated Thrall

Medium undead, neutral evil

Armor Class 12 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +6, Con +7, Wis +2
Damage Immunities poison
Condition Vulnerabilities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands all languages it spoke in life but doesn't speak
Challenge 5 (1,800 XP)

Slow Start. When rolling initiative the thrall's explode action needs to recharge before it can be used.

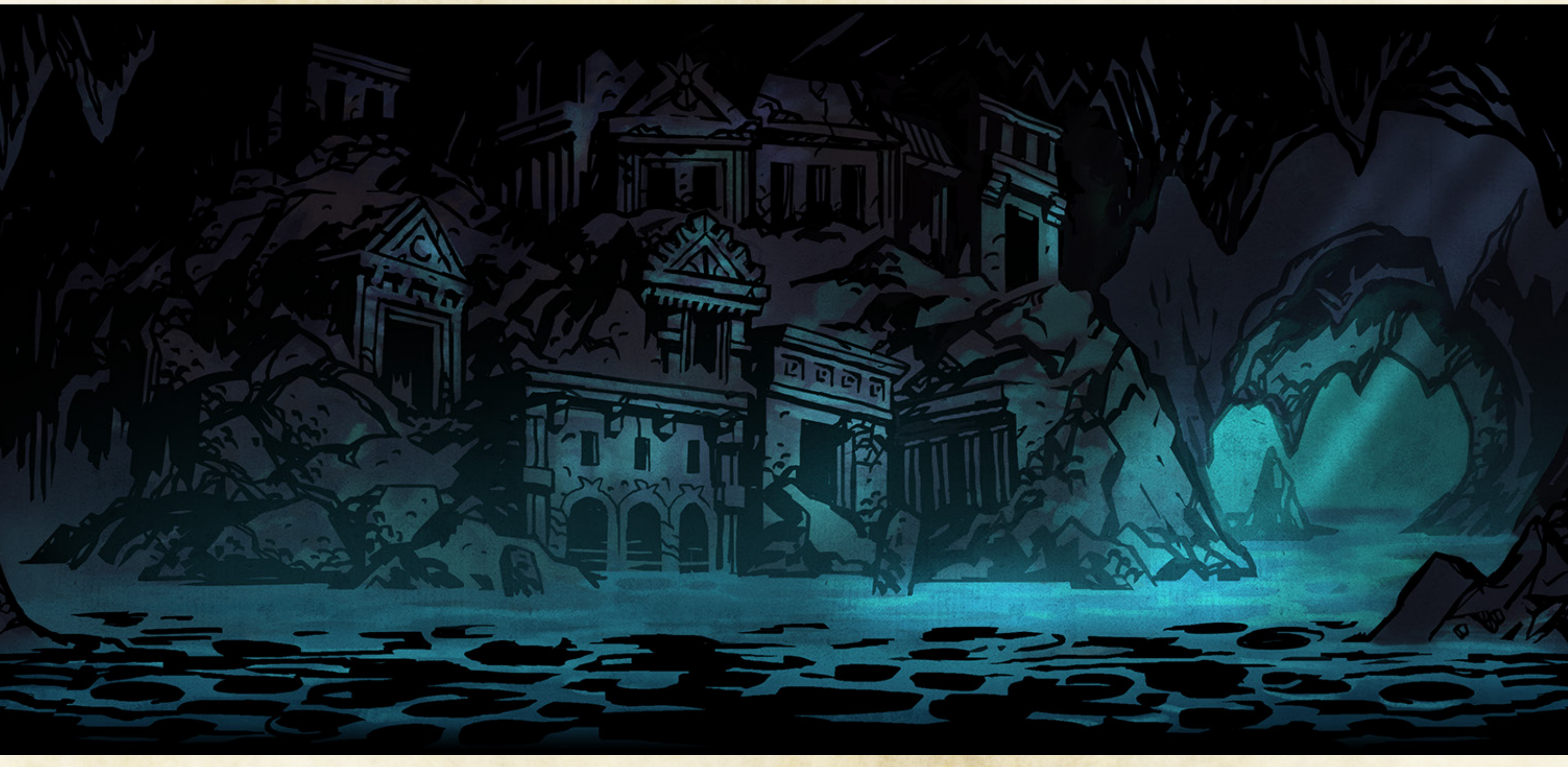
Gargling Grab. A creature that starts its turn grappled by the thrall, must succeed a DC 15 Wisdom saving throw or becomes frightened by the thrall until the beginning of its next turn.

Actions

Multiattack. The thrall makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. Instead of dealing damage the thrall can choose to grapple the target instead, escape DC 14.

Explode (Recharge 5-6). The thrall explodes, instantly killing it. Each creature within 10 feet of the thrall must make a DC 15 Dexterity saving throw, taking 18 (4d8) necrotic damage and 18 (4d8) poison damage on a failed save or half as much on a successful one.



Paralyzing Stinger

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 0 ft., fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	2 (-4)	12 (+1)	2 (-4)

Damage Resistances bludgeoning
Damage Vulnerabilities poison
Condition Immunities blinded, grappled, prone
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages -
Challenge 2 (450 XP)

Floating. The stinger cannot fly higher than 5 feet above the ground.

Actions

Multiattack. The stinger makes two attacks. If two sting attacks hit the same creature, it must succeed on a DC 14 Constitution saving throw or takes 5 (2d4) necrotic damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shocker. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) lightning damage. The target must succeed on a DC 11 Constitution saving throw or is paralyzed until the beginning of the stinger's next turn.

Armored Maggot

small beast, unaligned

Armor Class 18 (natural armor)
Hit Points 25 (3d6 + 15)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	6 (-2)	20 (+5)	2 (-4)	7 (-2)	3 (-4)

Damage Vulnerabilities poison
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 2 (450 XP)

Disease Carrier. An armored maggot has a 25% chance of carrying a disease determined by the Dungeon Master.

Gastropod. The armored maggot ignores movement restrictions caused by diffifult terrain. Additionaly the plated maggot can climb difficult sufaces, including upside down on ceilings, without needing to make an ability check.

Shell. As long as the armored maggot is not prone, it has resistance to bludgeoning, piercing and slashing damage that it takes from non-magical weapons.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1) bludgeoning damage.

Brine. A creature within 30 feet of the armored maggot that it can see, must succeed on a DC 15 Dexterity saving throw, or suffers 10 (3d6) acid damage, has disadvantage on Dexterity saving throws and its speed is halved until the end of its next turn.

Uca Savage

Large aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Str + 10, Con +8, Wis +5
Skills Perception +5
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages -
Challenge 9 (5,000 XP)

Amphibious. The uca can breathe air and water.

Actions

Multiattack. The uca makes two claw slam attacks. If both attacks hit the same creature it must succeed on a DC 18 Constitution saving throw. On a failed save the creature is stunned until the end of the uca's next turn.

Claw Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Pierce. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d4 + 6) piercing damage. The creature is wounded. At the start of the wounded creature's turn, it takes 20 (8d4) necrotic damage. It then makes a DC 16 Constitution saving throw, ending this effect on itself on a success. As long as a creature is wounded, any source of healing will heal the creature only half as much. This effect also ends at the end of the wounded creature's turn when the creature has taken a total of 60 necrotic damage or more from this effect, or when a creature uses an action to make a successful DC 18 Wisdom (Medicine) check on the creature.

BEGUILING SIREN

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 241 (23d10 + 115)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	10 (0)	15 (+2)	21 (+5)

Saving Throws Con +10, Int +5, Wis +7, Cha +10
Skills Perception +7
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, Deep Speech
Challenge 16 (15,000 XP)

Amphibious. The siren can breathe air and water.

Innate Spellcasting. The siren's spellcasting ability is Charisma (spell save DC 16). The siren can innately cast the following spells, requiring no material components:

At will: *Charm Person, Disguise Self, Minor Illusion*
1/day: *Hallucinatory Terrain, Geas, Mass Suggestion*

Legendary Resistance (3/Day). If the siren fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The siren makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

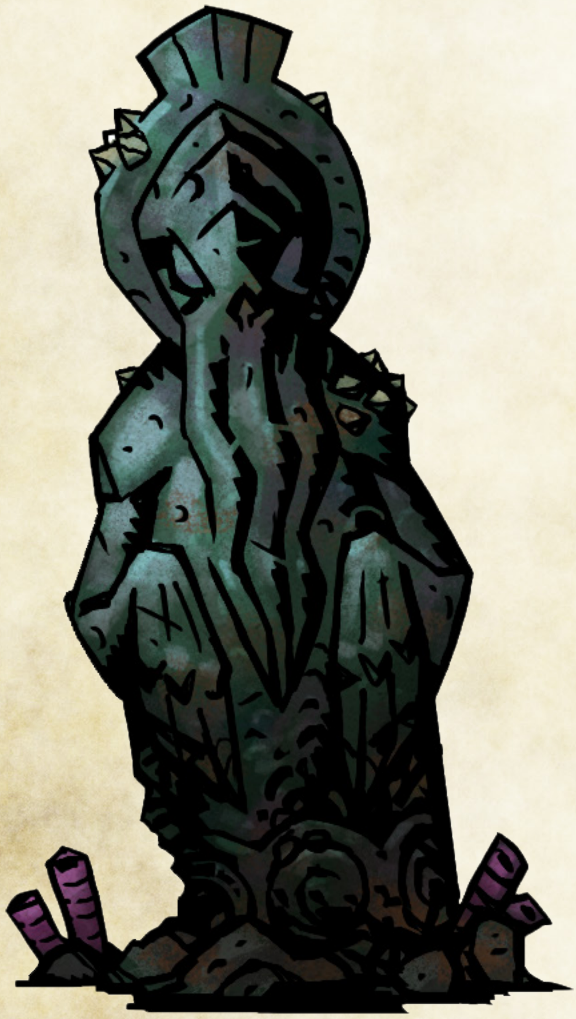
Pressure Crash (Recharge 4-6). Each creature in a 10-foot-radius sphere centered on a point within 60 feet of the siren must make a DC 18 Constitution save. A creature takes 22 (5d8) thunder damage and 22 (5d8) psychic damage on a failed save or half as much damage on a successful one.

Song of Desire. Target creature within 60 ft of the siren, that can hear her, must succeed on a DC 18 Wisdom saving throw, or is charmed for 1 hour. The siren controls the actions of the charmed creature for the duration of this effect. Each time the charmed creature takes damage it can repeat the saving throw, ending the effect on a success. The effect also ends if the siren uses Song of Desire against another creature.

LEGENDARY ACTIONS

The siren can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The siren regains spent legendary actions at the start of its turn.

Move. The siren, or a creature charmed by her Song of desire, moves up to half their speed without provoking opportunity attacks.
Detect. The siren makes a Wisdom (Perception) check.
Attack (2/Round). The siren attacks with her claws or a creature charmed by her Song of Desire makes a melee or ranged weapon attack.
Devour (2 Actions). The siren manifests lashing tentacles in a 15-foot cone originating from her. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 15 (6d4) piercing damage.



Drowned Crew

Large undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 241 (23d10 + 115)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	11 (0)	18 (+4)	13 (+1)

Saving Throws Str + 11, Con +11, Wis +10, Cha +7
Damage Immunities poison
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 17 (18,000 XP)

"All Hands On Deck!". At the beginning of the crew's turn, the captain can ring his bell to summon one drowned anchorman. The crew cannot summon additional ones, until the summoned drowned anchorman is killed or dismissed as an action.

Curse Of The Ancestor. The crew is bound by the Ancestor to the depths of the sea for eternity. The crew can by no means be removed out of the ocean by forced movement or teleportation of any kind. Only a wish spell can free the crew of this curse.

Innate Spellcasting. The crew's spellcasting ability is Wisdom (spell save DC 15). The crew can innately cast the following spells, requiring no material components:

At will: *Bane, Command*

Legendary Resistance (3/Day). When the crew fails a saving throw, it can choose to succeed instead.

Turn Immunity. The crew is immune against effects that turn undead.

Actions

Multiattack. The crew makes two boarding clutch attacks and casts a spell.

Boarding Clutch. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Drink With The Dead (Recharge 4-6). The crew invites a creature within 60 feet of it to bouse alongside it. The creature must make a DC 18 Wisdom saving throw. On a failed save it suffers 66 (12d10) psychic damage and has disadvantage on all saving throws for one minute. On a success it only suffers half as much damage and has no disadvantage on saving throws. A creature under this effect repeats the saving throw at the end of its turns, ending the effect on a success.

Legendary Actions

The crew can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crew regains spent legendary actions at the start of its turn.

Move. The crew and its summoned drowned anchorman move up to half of their speed.
Mutiny. A creature within 60 ft. of the crw that can see and hear it must make a DC 18 Charisma saving throw. On a failed save the creature is overcome doubt about its loyalty to its allies. It has disadvantage on ability checks and attack rolls and can't use the help action until the end of its next turn. A creature that is immune to being charmed automatically succeeds the saving throw.
Boarding Clutch (2/Round). The crew attacks with its boarding clutch.
"***Heave To!" (2 Actions).*** The crew's summoned drowned anchorman uses "Heave To!".

Drowned Anchorman

medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 85 (9d8 + 45)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	20 (+5)	8 (-1)	14 (+2)	11 (0)

Saving Throws Dex +3, Con +8, Wis +5
Damage Immunities poison
Condition Vulnerabilities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 5 (1,800 XP)

Member Of The Crew. The drowned anchorman is aware of creatures that the crew that summoned it is aware of. If the drowned anchorman begins its turn further away from the crew than 60 ft., it takes 33 (6d10) force damage.

Sadistic Restoration. Whenever a creature fails its initial saving throw against the drowned anchorman's "Heave To!", the drowned anchorman is restored back to its full hit points.

Turn Defiance. The drowned anchorman has advantage on saving throws against effects that turn undead.

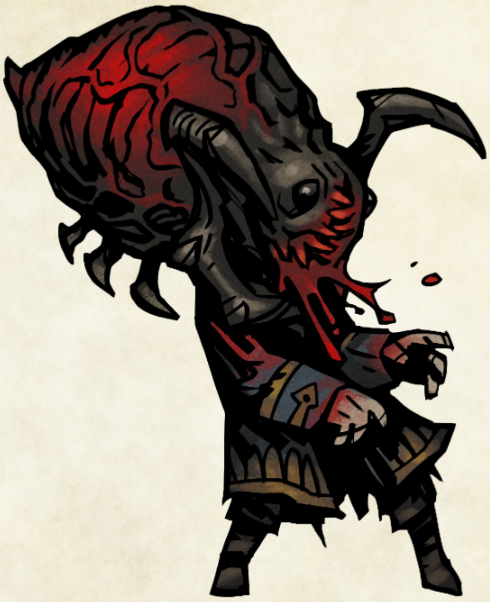
Actions

"Heave To!". The drowned anchorman throws its spectral anchor at a creature it can see within 30 ft. of itself. The creature must succeed on a DC 18 Wisdom throw or the be entrapped in an illusion of drowning. The character is paralyzed and suffers 22 (5d8) psychic damage at the beginning of its turn. When the creature becomes unconcious, the drowned anchorman becomes incapacitated, or the drowned anchorman starts its turn further than 30 ft. away from the creature, this effect ends.

When the drowned anchorman suffers damage the first time in a turn, a creature under the effect of "Heave to!" can repeat the saving throw. On a successful saving throw the creature breaks through the illusion and the effect ends.

Bloodsuckers

Once a court of nobles who reigned alongside the Ancestor in his formative years. An unpleasant encounter has transformed them into sinister creatures enthralled to their need for ‚The Blood‘. They dwell within the Courtyard, once a palatial sanctuary for the aristocracy that ruled over the Hamlet, now sunken into the swamp. These grotesque creatures thrive within its virulent waters. They are consumed by their hunger, although they still cultivate a veneer of the humanity that has long since been lost. But the veneer is just that, and a few sips of blood will bring out the monsters that lurk within.



Supplicant

Medium monstrosity (bloodsucker), unaligned

Armor Class 12 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	16 (+3)	2 (-4)	10 (0)	6 (-2)

Skills Perception +2
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages -
Challenge 1/4 (50 XP)

Keen Smell. The Supplicant has advantage on Wisdom (Perception) checks that rely on smell.

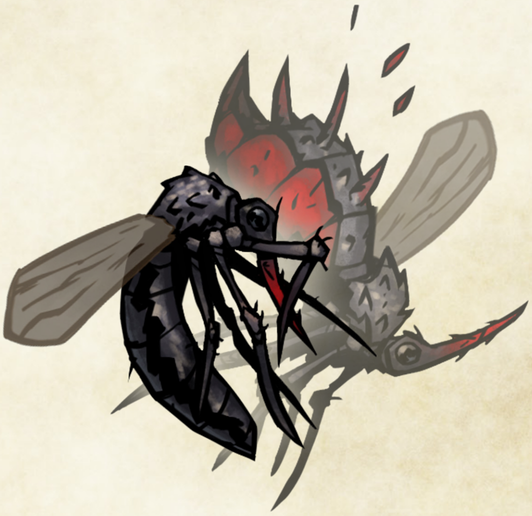
Gather the Blood. As a Bonus Action, the Supplicant can dash towards a hostile creature that it can smell.

Resilient Body. The Supplicant has advantage on saving throws against being stunned and being paralyzed.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) piercing damage.

Predigestion. One creature within 60 feet of the Supplicant must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) acid damage and 3 (1d6) acid damage at the end of its next turn unless the creature uses an action to wash off the acid.



Sycophant

Small monstrosity (bloodsucker), unaligned

Armor Class 14 (natural armor)
Hit Points 10 (3d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (0)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Bloodlust. The Sycophant starts out in its basic form. When the Sycophant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Sycophant has advantage on Wisdom (Perception) checks that rely on smell. Once the Sycophant entered its Bloodlust form it remains in it until it finishes a short rest.

Flyby (Bloodlust Form). When the Sycophant is in its Bloodlust form it doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite (Base Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage and the Sycophant recovers 2 (1d4) hit points and enters its Bloodlust Form.

Bite (Bloodlust Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage and the Sycophant recovers 5 (2d4) hit points.

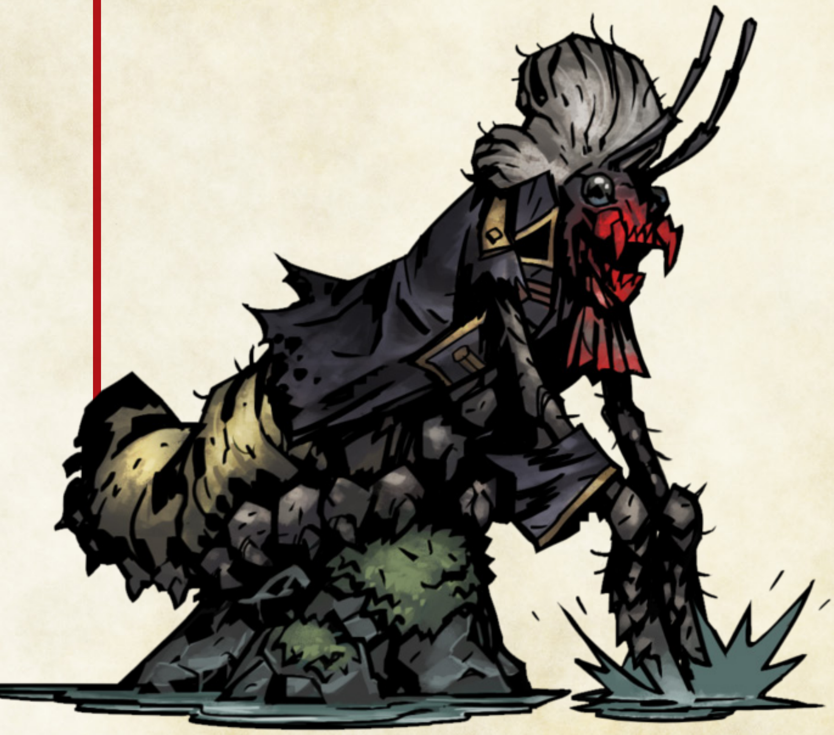
Whine (Base Form). A creature within 30 feet of the Sycophant, must succeed on a DC 11 Wisdom saving throw or take 3 (1d6) psychic damage.

Whine (Bloodlust Form). A creature within 30 feet of the Sycophant, must succeed on a DC 11 Wisdom saving throw or take 3 (1d6) psychic damage and can't use bonus actions or reactions until the end of its next turn. A creature that is immune to psychic damage succeeds the save automatically.

Bombing Run (Recharge 4-6) (Bloodlust Form Only). The Sycophant is raining down deadly spines within an area. Each creature in a 15-foot square based on a point within 30 feet of the Sycophant must make a DC 12 Dexterity saving throw. On a failure a creature takes 7 (2d6) piercing damage. On a successful save, a creature takes half as much damage.

CHEVALIER

Before its fall, the Court enjoyed the company of many accomplished individuals. Those that proved themselves in the eyes of the countess were declared chevaliers, or knights, a coveted title. These chevaliers were the pride of the court's nobility as well as their capable enforcers. But since the arrival of the crimson curse, there is nothing left of the once praised nobility of the chevaliers. The curse caused them to heavily mutate into a creeping hybrid of man and insect. Their once proud arms have been replaced with hideous claws and savagery.
The only remnant of the chevalier's former selves, is their undying loyalty to their countess.



CHEVALIER

Medium monstrosity (bloodsucker), lawful evil

Armor Class 15 (natural armor)
Hit Points 59 (9d8 + 18)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances poison
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Understands Common but doesn't speak
Challenge 3 (700 XP)

Keen Smell. The chevalier has advantage on Wisdom (Perception) checks that rely on smell.

Piercing Claws. The chevalier's claws and skewers are able to penetrate up to 5 ft. of stone or 10 ft. of wood.

ACTIONS

Multiattack. The chevalier makes two attacks with its claws or subteran skewers.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Subterran Skewers. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 13 (2d10 + 3) piercing damage. This attack is made with disadvantage if the target is within 5 ft. of the Chevalier.

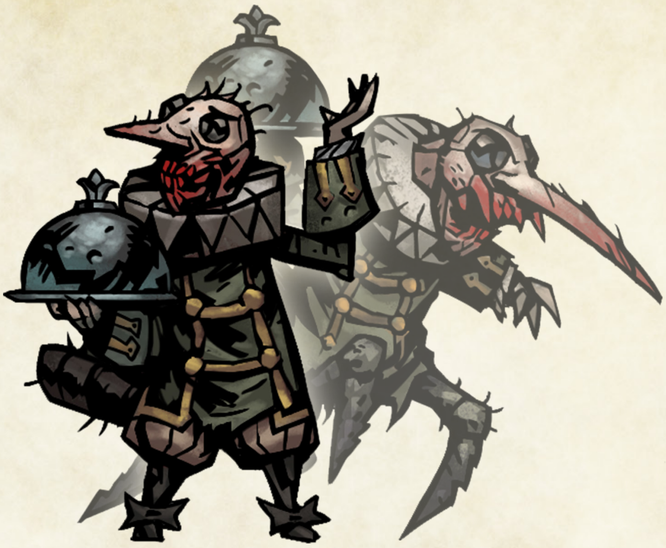
Burried Blast (Recharge 6). The Chevalier causes a 15-foot cube blast on a point within 30 ft. of itself. Each creature in the blast must make a DC 12 Dexterity saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and be knocked prone. A creature that fails the saving throw by 5 or more is stunned until the end of the chevalier's next turn. On a successful save a creature takes half as much damage and is not prone. The ground in that area becomes difficult terrain until cleared. Clearing the area by hand requires 1 minute of work per 5-foot square.

Created by DM Tuz

Artwork by Red Hook Studios

THE CRIMSON CURSE

Those inflicted by the 'Crimson Curse' will slowly change, their noses elongating, their skin becoming deathly pale, their eyes growing large, black, and unblinking, their teeth falling out only to be replaced by fangs, their mind slowly subsuming to delusions and madness, still believing they are human. Hidden under a thin layer of fake sophistication and nobility, they are mad beasts with an insatiable thirst for blood.



MANSERVANT

Manservants were once servants who were the personal attendants to the Courtyard's Noble.
Like buzzing insects in a busy hive, they carried around trays of delicacies, refilling glasses of blood-red wine and attending to the needs of their masters. When the Crimson Curse took root in the Courtyard and infected those of noble blood, it was only a matter of time before the curse trickled down to those that served them. Now the Manservants are mindless drone servants to the vampires of the Courtyard, helping their masters by giving their lives to protect them with both their bodies and trays.

Even if they are mindless drones now, the taste of blood is enough to send them into a frenzy. As the bloodlust takes hold, they will undergo a hideous metamorphosis, showing the true monster that is hidden underneath their thin veneer of sophistication.

MANSERVANT

Small monstrosity (bloodsucker), lawful evil

Armor Class 14 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	8 (-1)	10 (0)	14 (+2)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

The Thirst. The Manservant starts out in its base form. When the Manservant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Manservant has advantage on Wisdom (Perception) checks that rely on smell. Once the Manservant entered its Bloodlust form it remains in it until it finishes a short rest.

ACTIONS

Bite (Base Form). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage and the Manservant recovers 2 (1d4) hit points and enters its Bloodlust Form.

Cleaver (Base Form). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Bite (Bloodlust Form). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) piercing damage and the Manservant recovers 5 (2d4) hit points.

Cleaver (Bloodlust Form). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Enraging Sight. A creature within 60 feet that can see the Manservant must succeed on a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and the creature's next attack roll before the end of its turn has disadvantage if it does not target the Manservant.
Additionally on a failed saving throw, if the Manservant is in its Bloodlust form the creature is frightened until the end of the Manservant's next turn.

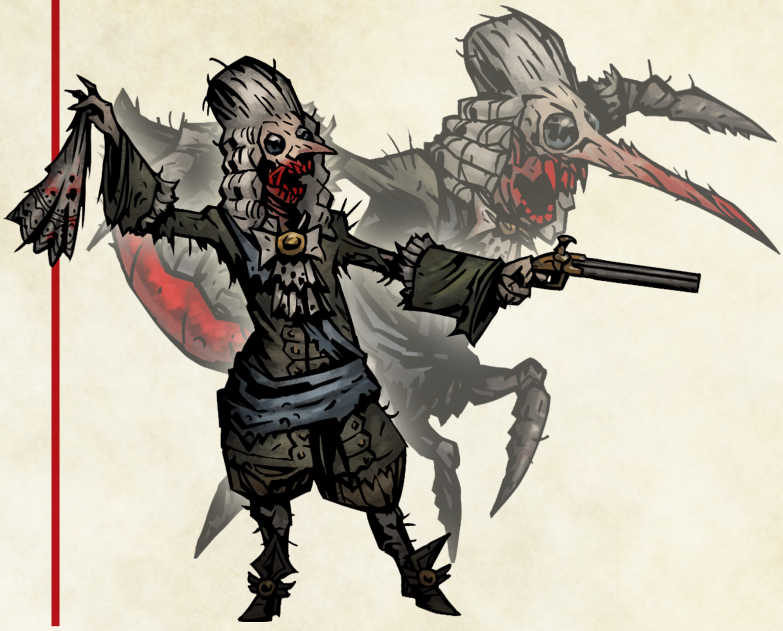
REACTIONS

Infallible Servitude. When a creature the Manservant can see attacks an ally that is within 5 feet of the Manservant, it uses a reaction to become the new target of the attack instead.

Esquire

Long ago before the Crimson Curse took hold upon the Courtyard, the title of Esquire was one of dignity and respect, accorded to men of higher social rank and aspiring to knighthood, particularly members of the landed gentry above the rank of Gentleman and below the rank of Knight.

However that title has been thoroughly dragged through the blood-soaked mud as these noble lords have fallen to the blood curse. Preening, mincing and self-aggrandizing in its own frivolous cruelty, there is little dignity left in them as they feast on the blood of the guilty and the innocent alike.



Esquire

Medium monstrosity (bloodsucker), lawful evil

Armor Class 14 (studded leather armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (0)	8 (-1)	13 (+1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

The Thirst. The Esquire starts out in its base form. When the Esquire enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Esquire has advantage on Wisdom (Perception) checks that rely on smell. Once the Esquire entered its Bloodlust form it remains in it until it finishes a short rest.

Actions

***Multiattack* (*Base Form*).** The Esquire makes two Rapier attacks, or one attack with its Rapier and one with its Flintlock Pistol.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage and the Esquire recovers 5 (2d4) hit points and, if the Esquire is in its base form, enters its Bloodlust Form.

***Rapier* (*Base Form*).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

***Flintlock Pistol* (*Base Form*).** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

***Multiattack* (*Bloodlust Form*).** The Esquire makes two pierce attacks, or one pierce attack and one bite attack.

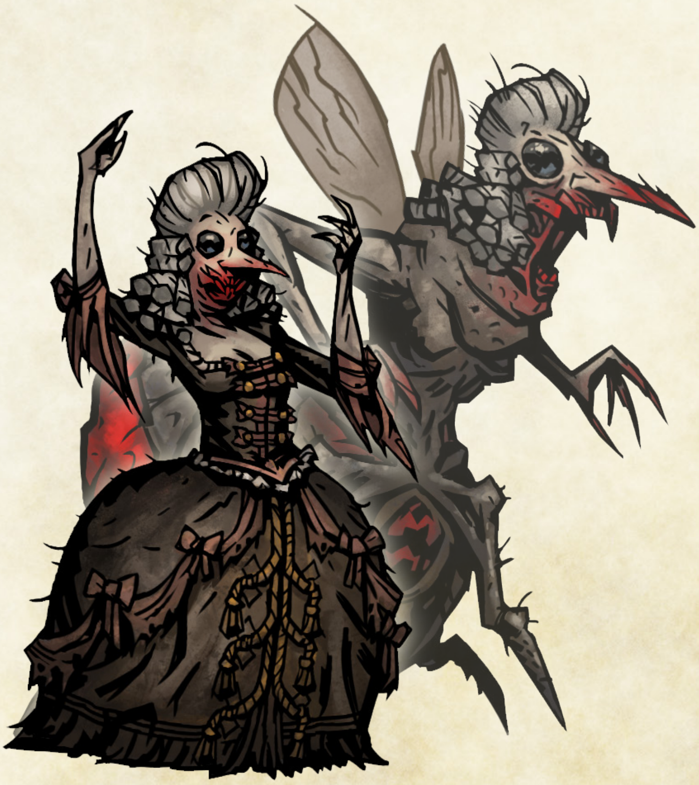
***Pierce* (*Bloodlust Form*).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. The Esquire's next attack against the target has advantage until the end of the Esquire's turn.

***Claws* (*Bloodlust Form*).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) slashing damage. This attack is made with advantage if the Esquire moved 20 or more feet in a straight line right before making this attack.

Courtesan

Courtesans were women with whom the Men of the Court had a relationship, but were not married to. A similar term is concubine, though it has a slightly different meaning. Courtesans were well-educated and independent women who attended the court, trained artists or artisans of dance and singing, especially one associated with wealthy, powerful, or upper-class society who were given luxuries and status in exchange for entertainment and companionship.

However, when the Crimson Curse infested the Courtyard, it quickly jumped from host to host in the heat of passion among the web of adulterous relationships and affairs. Once the loveliest and most beautiful maidens in the Court, they have since become bloodthirsty and twisted parodies of themselves. While they still retain a small fragment of their humanity, it only takes the scent of a single drop of fresh blood to send them into a murderous frenzy. As the bloodlust takes hold, they undergo a horrifying metamorphosis, and show the true monster that is hidden underneath.



Courtesan

Medium monstrosity (bloodsucker), lawful evil

Armor Class 14 (natural armor)
Hit Points 52 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	13 (+1)	12 (+1)	11 (0)	18 (+4)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

The Thirst. The Courtesan starts out in its base form. When the Courtesan enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Courtesan has advantage on Wisdom (Perception) checks that rely on smell. Once the Courtesan entered its Bloodlust form it remains in it until it finishes a short rest.

Bloodsated Fury. When the Courtesan transforms into her Bloodlust form during her turn through her bite, she can make one claw attack as a bonus action until the end of her turn.

Moonlight Inspiration (Base Form). The Courtesan can use a bonus action to inspire an allied bloodsucker that can hear it. The bloodsucker can add 1d6 to any attack roll, skill check, or saving throw until the beginning of the Courtesan's next turn.

Actions

Multiattack (Base Form). The Courtesan makes two slam attacks and uses Damsel in Distress.

Slam (Base Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage. The target cannot make opportunity attacks against the Courtesan until the beginning of the Courtesan's next turn.

Bite (Base Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage and the Courtesan recovers 5 (2d4) hit points and enters its Bloodlust Form.

Damsel in Distress (Base Form). The Courtesan takes cover behind a chosen allied creature within 5 ft. of herself. Attacks made against the Courtesan are made with disadvantage until the end of the Courtesan's next turn, as long as it remains within 5 ft. of the chosen creature.

Careless Whispers (Base Form). The Courtesan whispers magical words of deceit in a 60-foot cone. Each creature of the Courtesan's choice that can hear her in the cone must make a DC 14 Wisdom saving throw. On a failed save creature takes 10 (3d6) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Multiattack (Bloodlust Form). The Courtesan makes two claw attacks and one bite attack; or makes two predigestion attacks.

Claw (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

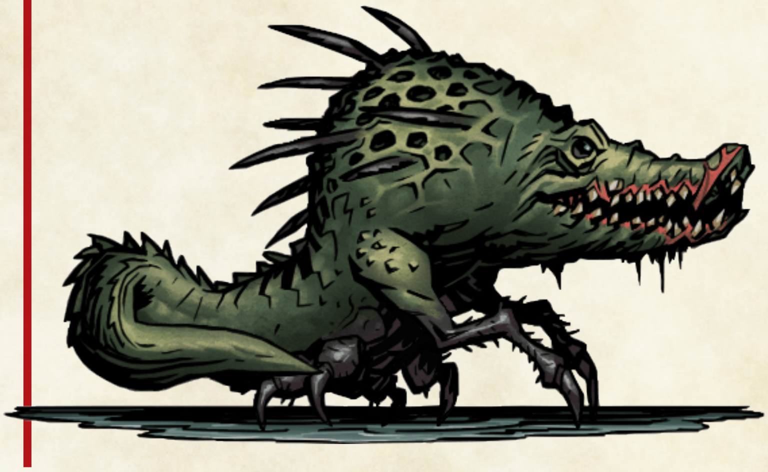
Bite (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage and the Courtesan recovers 5 (2d4) hit points. Additionally, the Courtesan has advantage on all attack rolls against the creature until the end of its next turn.

Predigestion (Bloodlust Form). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) acid damage and takes 5 (2d4) acid damage at the beginning of its next turn.

Crocodilian

Nature itself is not safe from the blood curse; the sickness that has taken root in the Courtyard is now spreading into the swamp, and there is no creature great or small that is safe from its twisted influence. Of all corrupted and mutated creatures that lurk within the shallow waters of the Moor, none are as feared as the Crocodilian.

Noone knows where this mighty beast came from; some say it was always living deep within the swamps of the Moor, while others think that it must have been imported from some far away land by one of the nobles for his collection of exotic animals before it escaped from the menagerie. One thing is clear; this amphibious marauder must have had close contact with those tainted with the Crimson Curse, for it has mutated into something abhorrent: part crocodile, part insect.



Crocodilian

Large monstrosity (bloodsucker), chaotic evil

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Saving Throws Str +7, Con +6
Skills Athletics +7, Perception +4, Stealth +4
Senses darkvision 60 ft. passive Perception 14
Languages -
Challenge 5 (1,800 XP)

Apex Predator. Any hit by a bite attack the Crocodilian scores against a target, that is surprised or unable to see it, is a critical hit.

Hold Breath. The Crocodilian can hold its breath for 1 hour.

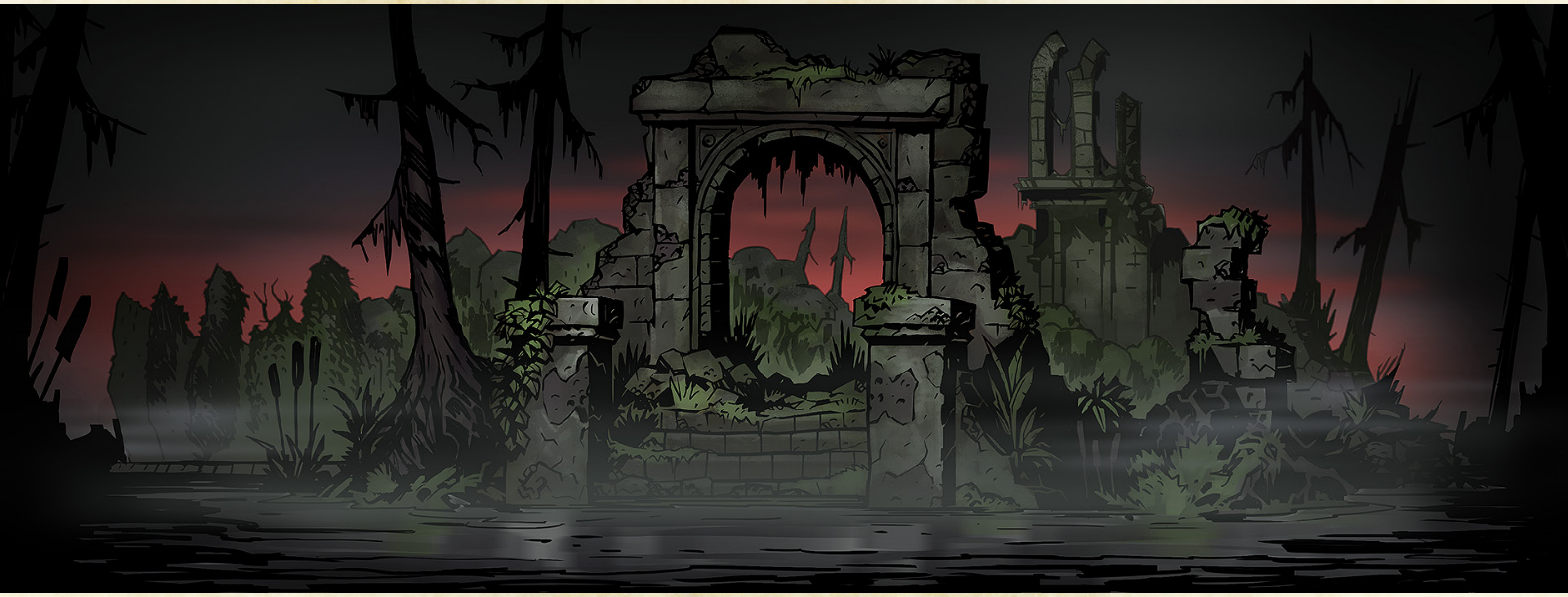
Marsh Prowler. The Crocodilian has advantage on Dexterity (Stealth) checks when it hides in murky or swampy waters.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage. The target must succeed on a DC 15 Strength saving throw or is grappled by the Crocodilian, escape DC 15. Until the grapple ends, the Crocodilian can't bite another target.

***Swarming Corruption* (*Recharge 4-6*).** The Crocodilian unleashes its a parasitic swarm of mosquitos that fills a 20-foot-radius around the Crocodilian. Every creature except for the Crocodilian in the area must make a DC 14 Dexterity saving throw. On a failed save the creature takes 9 (2d8) piercing damage and on a successful saving throw only half as much. Additionaly until the beginning of the Crocodilian's next turn the area is heavily obscured by the swarming mosquitos.

***Submerge* (*1/Short Rest*).** Can only be used when the Crocodilian is within a body of water. It hides and regains 13 (3d8) hit points.

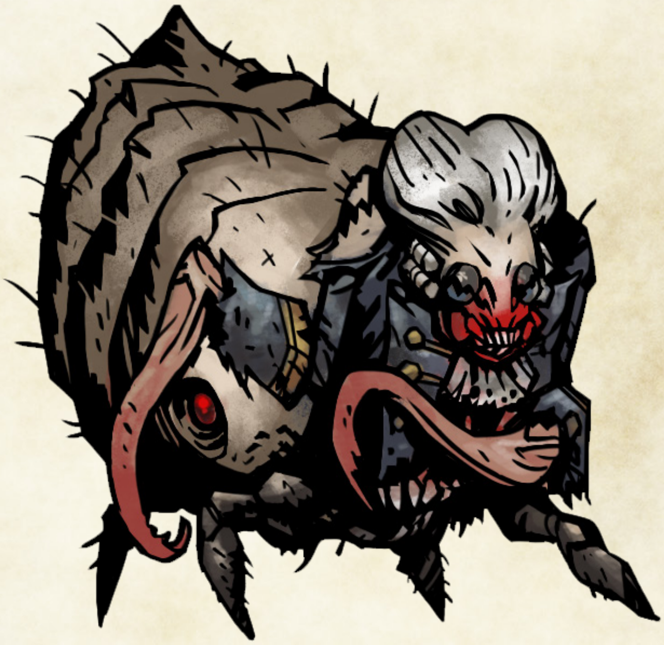


"Soaked and sinking, these stone terraces and sprawling gardens are the site of long forgotten revelry...and well remembered regret."

THE BARON

When the frivolous festivities of the court were still hosted by the Ancestor himself, a particular master of ceremony took it upon himself to organize the entertainment for the present high society. This man was twisted in both body and mind, a hunchbacked man, deranged and stricken by the purity of his bloodline, delighted in providing entertainment to the other nobles in the court as a way to rise the ranks of the court despite his freakish appearance.

The nature of the shows that this man provided were grotesque to say the least, which played very well into his sadistic demeanor and twisted mind. This suited the depravity of the court, who were seeking higher and higher thrills of entertainment. The man was enabled to push his sadistic orchestrations further and further, regardless of the safety and lives of the -often unwilling - performers. After the fall of the court the man's sense of entertainment became fully appreciated and embraced, which earned him the title of Baron. Now as a monstrous master of ceremony, the Baron became the center of entertainment for the twisted court.



THE BARON

Medium monstrosity (bloodsucker), neutral evil

Armor Class 17 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	13 (+1)	10 (0)	18 (+4)

Saving Throws Dex +8, Int +5, Wis +4, Cha +8
Skill Proficiencies Deception +8, Perception +4, Performance +8, Stealth +12
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 11 (7,200 XP)

Legendary Resistance (3/Day). When the Baron fails a saving throw, he can choose to succeed instead.

Mobile. When the Baron attacks a creature with an attack, he does not provoke opportunity attacks from that creature until the beginning of his next turn.

Spider Climb. The Baron can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Baron makes two tentacle attacks. If both attacks hit the same target, the creature must succeed on a DC 17 Strength saving throw or is pushed or pulled 5 ft. in a direction of the Baron's choice.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 23 (3d12 + 4) piercing damage and the Baron heals for 10 (3d6) hit points.

Crowd Pleaser (Recharge 5-6). Each creature in a 10-foot wide, 30 ft. long line from the Baron must make a DC 17 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, and half as much on a successful one. Creatures further away than 15 ft. from the Baron take half as much damage.

LEGENDARY ACTIONS

The Baron can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Baron regains spent legendary actions at the start of his turn.

Move. The Baron moves up to his speed.
Forced Enthusiasm. The Baron makes a tentacle attack against an ally within reach. On a hit the ally gains +10 movement speed and advantage on all attack rolls until the end of its next turn. An ally can benefit from this action only once per hour.
Bite (2 Actions). The Baron makes a bite attack.
Necessary Discipline (3 Actions). The Baron makes two tentacle attacks against a target in reach. If both attacks hit the target must succeed on a DC 16 Wisdom saving throw or is frightened until the end of the Baron's next turn.

ESCALATING ENCOUNTER - THE BARON'S PERFORMANCE

If adventurers decide to attack the Baron in the marches of the courtyard, the Baron will like greet them with one of his sadistic performances. This combat encounter is meant to closely represent the fight from the game.

ENCOUNTER

The Baron
Later phases: 3 Supplicants (Veteran), 3 Esquires (Veteran), Optional: 3 Chevaliers

Phase 1 - The Show Begins

Unless surprised, at initiative 20 or on his initiative (whichever comes first) the Baron spawns 4 pods within 20 ft. of himself in unoccupied spaces. No pod must be within 5 ft. of another. The Baron then makes a Dexterity (Stealth) check to hide within one of the pods and unless the Baron does not beat any of the player's passive perception, they will likely not know in which pod the Baron hides. Each pod not occupied by the Baron contains one Supplicant (Veteran).

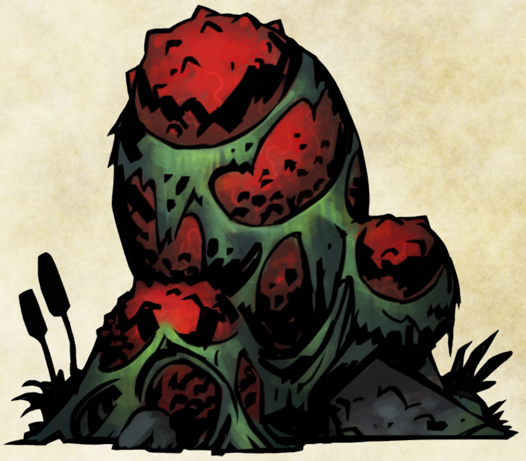
A pod is a medium object that has 1 hit point and an AC of 5.

If a pod containing a creature is attacked, the creature within takes the damage of the attack, but has resistance against it. A pod blocks line of sight from a creature for spells or effects that target a creature in sight, but not from direct attacks. A player can also use an action to open one of the pods within their reach, or determine what kind of creature is hidden within a pod within 30 ft. of themself. To determine what kind of creature is in a pod a player must make a contesting Intelligence (Investigation) check against a hidden creature's Dexterity (Stealth).

A creature in a pod stays put until it is released from the pod and doesn't use legendary actions or reactions. A creature can burst out of the pod using an action, but will only do so if the entirety of the Baron's Performance is falling apart. If a whole round passes while the baron is still hidden and the players have not opened a single pod, are otherwise stalling, or appear to be retreating, each pod opens at initiative 20 and the creatures within attack.

Phase 2 - The 2nd Act

Condition: *No pods created in Phase 1 are remaining and the creature's within are dead or otherwise removed from combat, or the Baron is below half of its hit points.* The Baron creates 4 pods within 20 ft. of himself, repeating the same action as in Phase 1, except that instead of Supplicants (Veteran), the other pods contain Esquires (Veteran).



ESCALATING ENCOUNTERS

Escalating Encounters are combat scenarios that are separated in Combat Phases. Combat Phases represent how, as the combat progresses, the enemy resorts to additional powers, transformations or combat tactics and the drama of the fight further escalates. Of course this kind of format is meant for narrative-driven combat scenarios and gives you an opportunity to find a creative solution as to why the combat escalates and the phases progress.

Every round at Initiative 20 check the conditions for the next phase, if they are fulfilled, progress to the next Phase. Phases always progress in order and no phases are skipped.

Optional: Phase 3 - The 3rd Act

Condition: *No pods created in Phase 2 are remaining and the creature's within are dead or otherwise removed from combat and the Baron is below half of its hit points.* The Baron creates 4 pods within 20 ft. of himself, repeating the same action as in Phase 2, except that instead of Esquires (Veteran), the other pods contain Chevaliers.

Note: Consider only using this phase if you want to up the challenge and the fight has been proceeding expeditiously so far. Read the room. Combat can be a tense and draining experience for players if not properly paced. If you want to have a third phase but keep the combat moving, you can also just have the Baron call for 1d4 chevaliers as reinforcements.

Challenge Adjustment

Calculating the challenge for this encounter is not straight forward. If the players were to encounter all 10 monsters featured in this encounter at once, it would be a very one-sided battle. What needs to be considered is that the players will be able to pick their fights and will probably be able to take down one monster after the other since the action economy will heavily in the player's favor. In the unlikely case the players accidentally release all monsters, they will be free to use area of effect spells to deal with them faster. All in all, this encounter gets an overall Challenge Rating of 14-16, depending whether or not Phase 3 happens or not.

BREAKING THE ENCOUNTER

Savvy players might pick up on the Baron's tactic of retreating into pods and leaving them guessing while he recharges his most powerful attack.

Since the fight with the Baron has puzzle elements, out-of-the-box thinking should be rewarded. If the Baron is incapacitated or has its movement speed reduced to 0, he will likely not be able to retreat into one of the pods. In that case the phase will not progress.

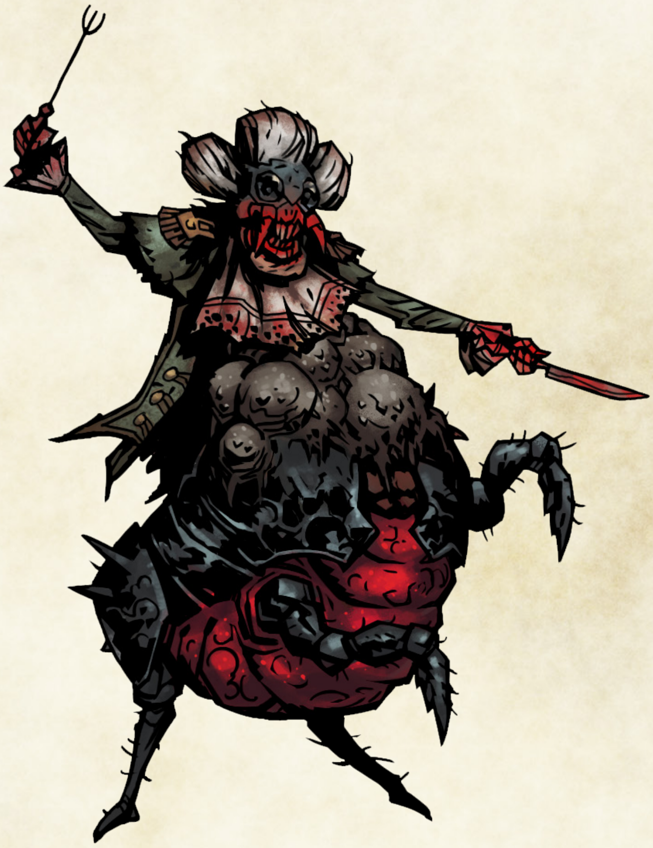
If the Baron is marked by spells such as hunter's mark or fairy fire, allow the players to immediately know about the Baron's position. In that case, play up the Baron's frustration over the players ruining his performance and have him use his Forced Enthusiasm legendary action to break the pods of his allies so they can join him.

Created by DM Tuz
Artwork by Red Hook Studios

THE VISCOUNT

Before the Crimson Curse took over the court and changed the diet of the nobles to flesh and blood, many decadent banquets had been held. The aristocrat's wealth allowed for an extraordinary portion of the most exotic food available at the time. So great was the gluttony of the nobles that the exotic and decadent became the mundane. But one glutton among them stood out, a man with an unending hunger and lust for culinary delights. So great was the man's gluttony that the man would not let any of the delicacies go to waste, even if it meant to feast upon rotten leftovers and all that was not good enough to be swallowed.

The Crimson Curse changed this man along with the other nobles of the court, reflecting his endless hunger. He manifested a ticklike body able to bloat to excessive proportions and additional sensory organs to find even the most hidden morsel. The Viscount still is enjoying a never ending feast in his new form and made new dreadful additions to his diet. It is said that even the other nobles in their mutated form decline the Viscount's invitation for dinner, as it is very likely that they would become part of the menu.



THE VISCOUNT

Medium monstrosity (bloodsucker), neutral evil

Armor Class 15 (natural armor)
Hit Points 230 (22d8 + 154)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (0)	24 (+7)	11 (0)	8 (-1)	15 (+2)

Saving Throws Str +12, Con +13, Wis +5
Skill Proficiencies Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 17 (18,000 XP)

Cruel Cutlery. If two cutlery attacks hit the same creature in one turn, it suffers a wound for one minute. A wounded creature suffers 10 (4d4) necrotic damage at the start of its turn for each wound and then makes a DC 20 Constitution saving throw, ending the effect of all wounds on a success. Alternatively a creature can use an action to make a DC 20 Wisdom (Medicine) check or spend one charge of a healer's kit to close all wounds on the creature and end the effect. A creature can have more than one wound.

Keen Smell. The Viscount has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). When the Viscount fails a saving throw, he can choose to succeed instead.

Revolting Palette. The Viscount has advantage on saving throws against being poisoned and can consume spoiled food.

ACTIONS

Multiattack. The Viscount uses Hungry Eyes and makes two cutlery attacks. The Viscount can make a skewer attack in place of two cutlery attacks.

Cutlery. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Skewer. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12 + 6) piercing damage. If the creature is of large size or smaller, the creature must succeed a DC 20 Strength saving throw. On a failed save the Baron can either push the creature 10 ft. away from himself, or grapple the creature, escape DC 20. Until the grapple ends, the creature is restrained and the Baron cannot use its skewer attack.

Hungry Eyes. The Viscount works up its appetite for a creature he can see within 60 ft. of himself. Any time Viscount makes an attack against the creature until the beginning of his next turn, he adds 1d6 to his attack roll. Additionally, as long as the Viscount can smell the creature, he knows its exact location as if he can see it until the beginning of his next turn.

REACTIONS

It Bites Back. When a creature under the effect of his Hungry Eyes attacks the Viscount, he makes a cutlery attack against the triggering creature.

LEGENDARY ACTIONS

The Viscount can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Viscount regains spent legendary actions at the start of his turn.

Move. The Baron moves up to half of his speed.
Salavating (1/round). The Viscount's appetite becomes tangible and unnerving. Any creature under the effect of the Viscount's Hungry Eyes must succeed a DC 18 Wisdom saving throw, or takes 9 (2d8) psychic damage and is frightened until the end of the Viscounts next turn.
Cutlery (2 Actions). The Viscount makes a cutlery attack.
Feast (3 Actions). The Viscount makes two cutlery attacks against a creature restrained by its skewers. For each attack that hits, the Viscount regains 10 (4d4) hit points.

LAIR - THE DINING ROOM

The once magnificent dining room that hosted many of the decadent banquets of the court is now a fetid monument of the Viscount's debauchery. The ground is covered in rotting scraps, a large central stone dinner table holds the grotesque and revolting delicacies ranging from beast to man and anything in between, and the air is filled putrid stench and the buzzing with craving flies. Hanging from the ceilings are pulsating sacs of meat that uncomfortably move and give off muffled cries - special treats for the Viscount to feast upon when his appetite calls.

The Viscount's dining room holds a number of small, medium, and large bodies, which are contained in pulsating, flesh like cocoons that are hanging down from the ceiling 5 ft. off the ground. Each of these sacs is an object with an AC of five. The other statistics are determined by their size. Once destroyed the Viscount can no longer feast on it.

Sac Size	Hit Points	Hit Points Healed
Small	20	13 (2d10+2)
Medium	40	26 (4d10+4)
Large	60	39 (6d10+6)

Typically the dining room holds 4 small bodies, 2 medium ones and 1 large body (or 1d6 small bodies, 1d4 medium bodies or 1d2 large bodies).

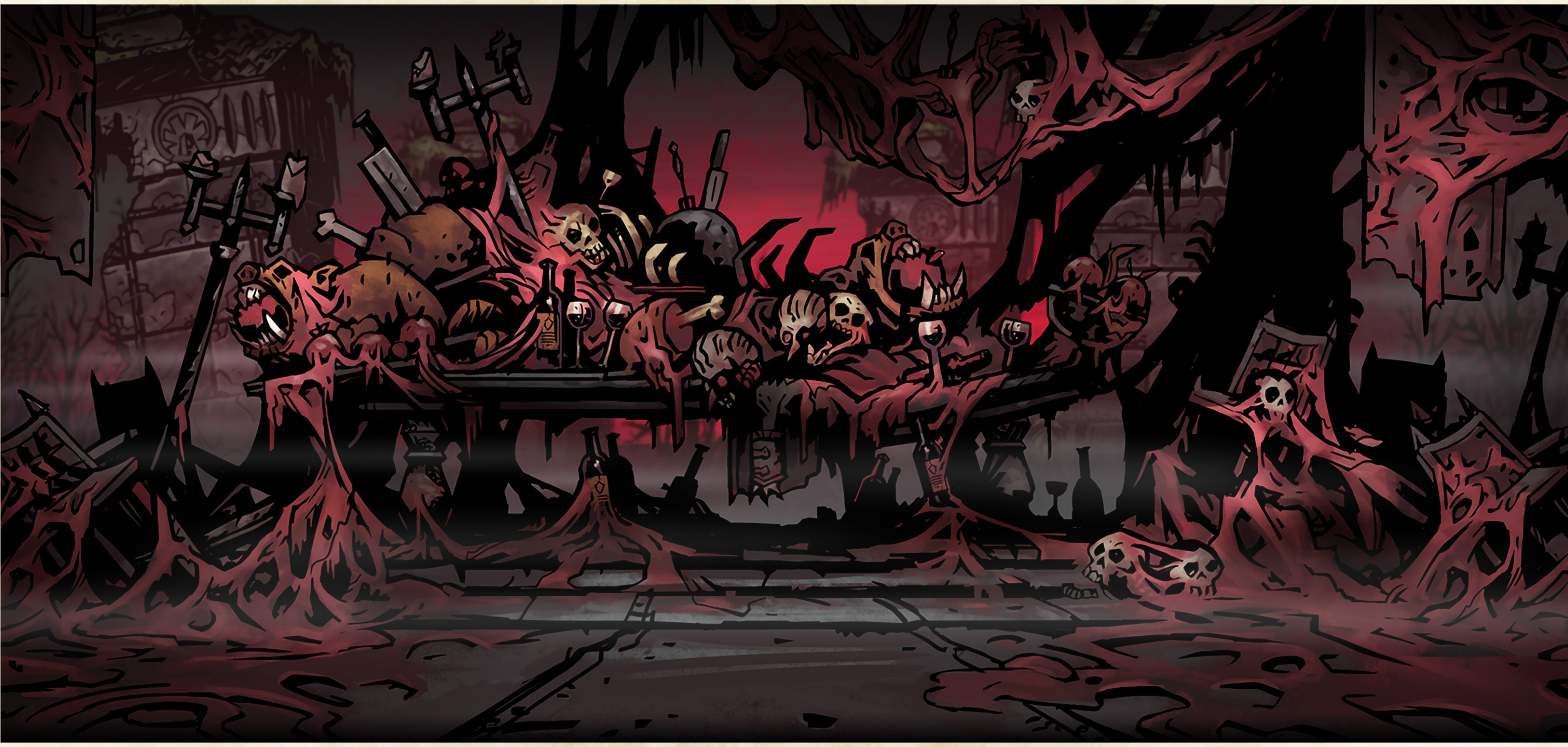
LAIR ACTIONS

When fighting the Viscount in his dining room, the Viscount can take lair actions. On initiative count 20 (losing initiative ties), the Viscount takes a lair action to cause one of the following effects.

- The Viscount moves up to his speed to one of the sacs and takes a bite out of it. He regenerated hit points according to the sac's size. Additionally the Viscount gains one of the following boons until initiative count 20 of the next turn depending on the size of the sac:
  Small - Any attack of the Viscount made scores a critical hit on a roll of 19 or 20.
  Medium - The Viscount's movement speed is increased by 20 and he has a +2 bonus to armor class.
  Large - Any creature the Viscount sees is treated as if under the effect of Hungry Eyes and anytime the Viscount deals damage with an attack he rolls the damage twice, taking the higher result.
- The Viscount can't deny his urges any longer and picks up a piece of rotting morsel from the ground as a snack. Each creature that can see the Viscount within 20 ft. of it must make a DC 15 Wisdom saving throw or has disadvantage on the first attack roll or skill check it makes before the end of its next turn. A creature that fails the saving throw by 5 or more is also poisoned until the end of its next turn.

REGIONAL EFFECT

Except for an offensive smell tangible for several hundred feet around, the dining room has no lasting regional effect.



Created by DM Tuz

Artwork by Red Hook Studios

The Countess

In his younger years, the Ancestor hosted many outings for the upper class and regional nobility, these social outings were far from dignified. They were displays of vulgar debauchery and indulgence of lowly desires. These festivities were the stage for the inciting incident which sealed the fate of the court to be mutated under the influence of the vile Crimson Course.

It started with the arrival of a beautiful and bewitching woman at one of the many festivities hosted by the Ancestor. He immediately noticed upon their first meeting that this woman could be a real threat to his standing, as she did not play unquestioningly to his tune unlike the many sycophants who surrounded him. Even worse, she was able to manipulate these same sycophants with her beauty and eloquence. Perhaps it was the overexposure of the vulgarity of his company driving up the Ancestor's bloodlust, or it was simply because of the Ancestor's inflated sense of self, but he saw her as a lurking threat that he needed to eliminate.

He courted her, to gain her attention and perhaps her trust. Then, in a moment alone, under the moonlit night he wanted to strike.

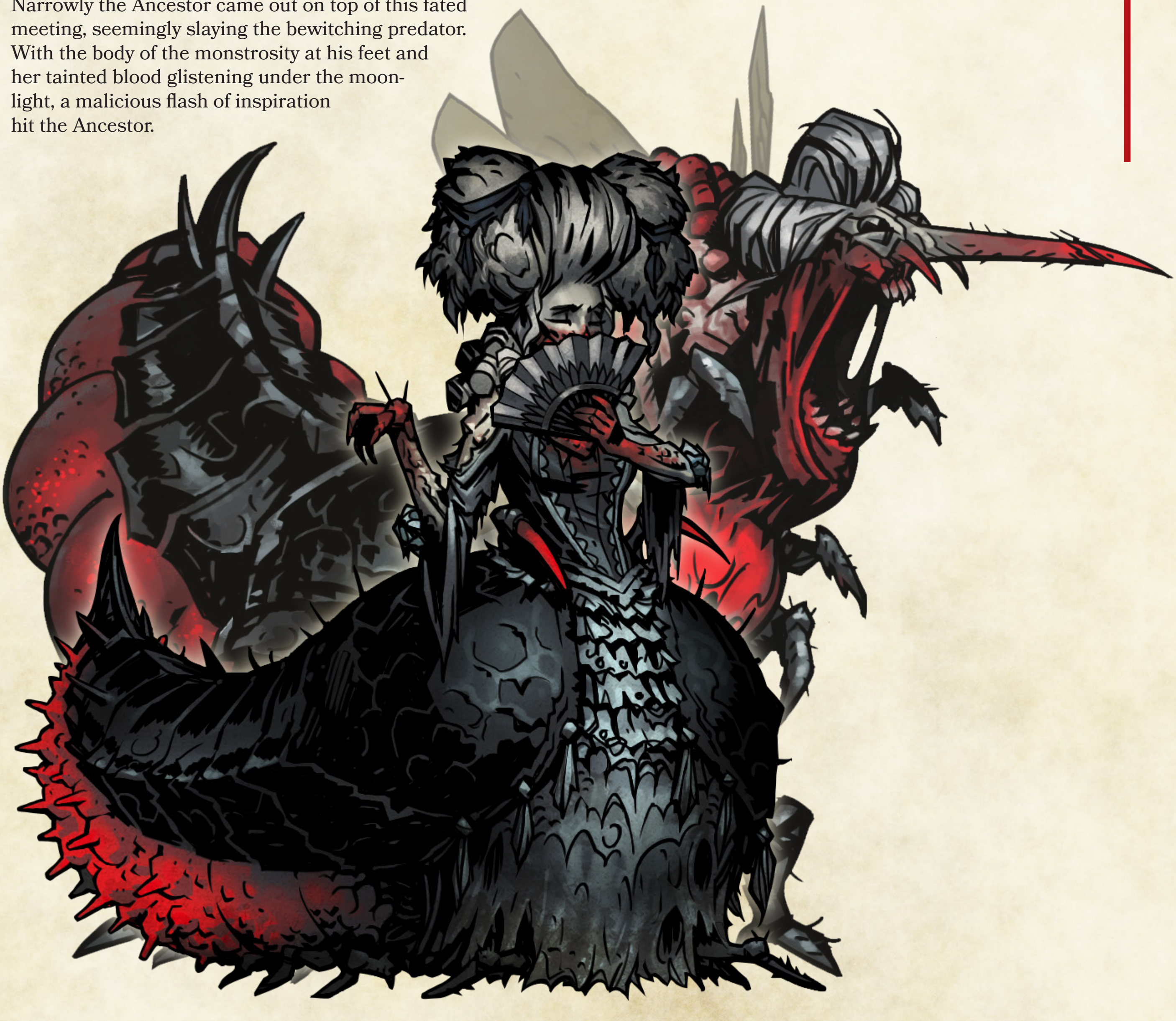
The Ancestor thought himself to be the predator, nothing was further from the truth. Under the moonlight at the moment of his planned murder, the woman revealed herself a monstrosity that intended to prey upon the Ancestor herself in an ironic twist of fate.

Narrowly the Ancestor came out on top of this fated meeting, seemingly slaying the bewitching predator. With the body of the monstrosity at his feet and her tainted blood glistening under the moonlight, a malicious flash of inspiration hit the Ancestor.

Draining the beast of its tainted blood, the Ancestor presented to a special new house vintage during the following social gathering of his home as a surprise. Unbeknownst to the despised nobles, the Ancestor fed them the accursed blood to marvel at the results. Even the Ancestor could not have expected what transpired;shortly after tasting the forbidden wine, the gentry erupted into a cannibalistic frenzy, turning on themselves and others alike. They were overcome by an unstoppable thirst for flesh and blood and the Crimson Course took seat amongst the court.

The Ancestor, relieved of his maintenance of social duties among the high society, abandoned the court soon after to return to his estate, leaving them to fester in the swamps. But the newborn monstrosities did not simply rampage in thirst of blood. They began gathering in frivolous festivities once more, now all the more indulging in never before heights of debauchery and hedonism.

In the center of their newly formed court, there is the newly proclaimed countess, the same predator the Ancestor left for dead after claiming her blood. The blood fed to the court is now binding them to her will with undying loyalty and adoration and usurping the Ancestor's position among the salivating sycophants after all.



Artwork by Red Hook Studios

Created by DM Tuz

THE COUNTESS

Huge monstrosity (bloodsucker), neutral evil

Armor Class 18 (natural armor)
Hit Points 381 (26d12 + 182)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Str +13, Con +14, Wis +9, Cha +14
Skill Proficiencies Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 21 (33,000 XP)

Flushed. The Countess starts in her base form and cannot transform into her bloodlust form during the first round of combat after rolling initiative (or otherwise agitated). Once the Countess transforms back into her base form, she cannot transform back into her bloodlust form until the end of her next turn.

Keen Smell. The Countess has advantage on Wisdom (Perception) checks that rely on smell.

Mood Swing (Recharge 5-6). At the beginning of her turn the Countess transform into her bloodlust form. She has unique actions in this form and gains a +2 bonus to attack and damage rolls (included in her attacks). At the beginning of her next turn, she transforms back into her base form.

Legendary Resistance (3/Day). When the Countess fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack (Base Only). The Countess makes three attacks; two attacks with her claws and one infestation attack.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Infestation (Base Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 12 (2d4 + 7) piercing damage. The target becomes infested with a parasitic egg that gestates within the creature until it hatches. At the end of an infested creature's turn, it must succeed a DC 22 Constitution saving throw. On a failed save the parasite hatches and explodes out of the creature, dealing 18 (4d8) necrotic damage to the creature and the Countess gains temporary hit points equal to the necrotic damage dealt. When the creature succeeds the saving throw the DC of the saving throw is increased by 2. An infested creature only carry one parasitic egg at a time.

Hypnotic Sway (Base Only). The Countess sways to magically charm her foes. Each creature within 40 ft. that can see her must succeed a DC 22 Wisdom saving throw or be swayed for one minute. A swayed creature and begins to unvoluntarily move in the rythm of the Countess' swaying hips and has disadvantage on attack rolls againsth the Countess. At the beginning of a swayed creature's turn it takes 15 (6d4) psychic damage and moves up to their speed in a randomly determined direction (roll 1d8 to determined where). A swayed creature repeats the saving throw at the end of its turn, ending the effect on a success. A creature that is immune to being charmed automatically succeeds the saving throw. Once a creature succeeds the saving throw or the effect ends on it, it becomes immune to the Countess' Hypnotic Sway for 24 hours.

Multiattack (Bloodlust Only). The Countess makes three attacks; two attacks with her claws and one bite attack.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Bite (Bloodlust Only). *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage and the Countess regains 13 (3d8) hit points.

Screams of Ecstasy (Bloodlust Only). The Countess screams at a creature within 60 ft. of herself that can hear her. The target creature and each creature within 5 ft. of it must make a DC 23 Constitution saving throw. On a failed save the creature takes 7 (2d6) thunder damage is stunned until the end of the Countess' next turn. A stunned creature is deafened. On a successful save a creature takes half as much damage and is not stunned.

Lashing Tongue (Bloodlust Only). The Countess attacks with her lashing tongue. Each creature in a 30 ft. long and 5 ft. wide line originating from the Countess must make a DC 23 Dexterity saving throw. On a failed save a creature takes 45 (10d8) piercing damage and is wounded. On a successful save a creature takes half as much damage and is not wounded. A wounded creature takes 5 (2d4) necrotic damage at the beginning of its turn for each time it has been wounded, at the end of its turn it makes a DC 21 Constituton saving throw, ending the effect of all wounds on itself on a success. Alternatively a creature can use an action to make a DC 20 Wisdom (Medicine) check or spend one charge of a healer's kit to close all wounds on the creature and end the effect. A creature can have more than one wound.

LEGENDARY ACTIONS

The Countess can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Countess regains spent legendary actions at the start of her turn.

Move. The Countess moves up to half of her speed without provoking opportunity attacks.
Wink (Base Only). The Countess winks at a creature that can see her. The creature must succeed a DC 22 Wisdom saving throw or has disadvantage on all attacks targeting the Countess until the end of her next turn or until the Countess transforms.
Disrobe. The Countess attacks with her claws.
Screech (1/round). The Countess uses her Scream of Ecstasy.
Kiss (2 Actions) (Base Only). The Countess makes an Infestation attack.
Bite (2 Actions) (Bloodthirst). The Countess makes a bite attack.

Lair - The Nest

In the center of the infested swamps that now house the fallen court of the estate, lies the nest of the Countess. Her horrid center of power, her throne so to speak, consists of an seemingly endless amount of pulsating eggs, spawned from the mutated abdomen of the Countess herself. Even if it lies in the open, at best only dim light is present, since the perpetual lay like a thick blanket over the air which is further saturated by the buzzing wings of the legions of flying bloodsuckers that frequent the area. Strangely enough, the odor that hangs in the moistened air is far from repugnant - the scent of the Countess that lingers is intrinsically alluring for man and bloodsucker alike.

Lair Actions

When fighting the Countess in her nest, the Countess can take lair actions. On initiative count 20 (losing initiative ties), the Countess takes a lair action to cause one of the following effects.

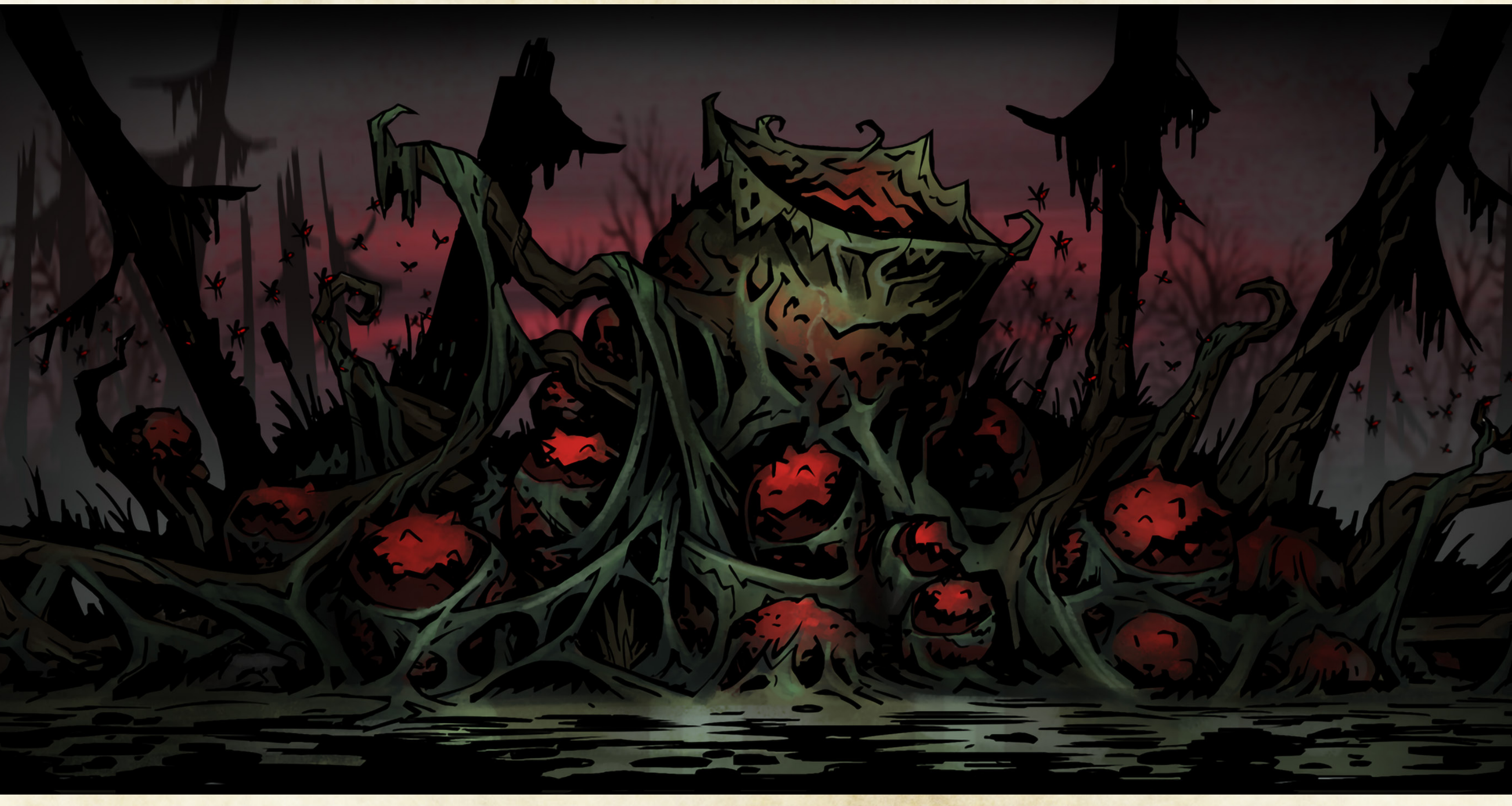
- One of the pulsating eggs bursts open and spawns a sycophant (champion). The sycophant is loyal to the Countess and joins the battle.
- An agitated swarm of mosquitos forms around a non-bloodsucker creature in the area until the Countess uses another lair action. The swarm occupies a 10 ft. radius centered on the target creature and follows the creature up to 60 ft. from its point of origin. The area of the swarm is heavily obscured. A creature non-bloodsucker creature that starts its turn within the area of the swarm or enters the area for the first time during its turn takes 10 (4d4) piercing damage.
- A creature infested with a parasitic egg must succeed a DC 18 Wisdom saving throw or must use a reaction to move up to half of its speed and make a melee weapon attack with the weapon or object in its hand against the nearest non-bloodsucker creature it can see. A creature immune to charm automatically succeeds the saving throw.
- The buzzing insects in the air buzz in a maddening cacophony. Each non-bloodsucker creature in the nest must succeed a DC 18 Wisdom saving throw. On a failed check whenever a creature makes an ability check, attack roll or saving throw before the end of its next turn, must roll a 1d6 and subtract the number rolled from the ability check, attack roll or saving throw. Deaf creatures are not affected.

Regional Effect

Unsurprisingly, the Nest is a gathering point for many of the court's bloodsucker and mutated insectoids. Beyond the concentration of mosquitos and bloodsuckers in the region, the nest causes one or more of the following effects:

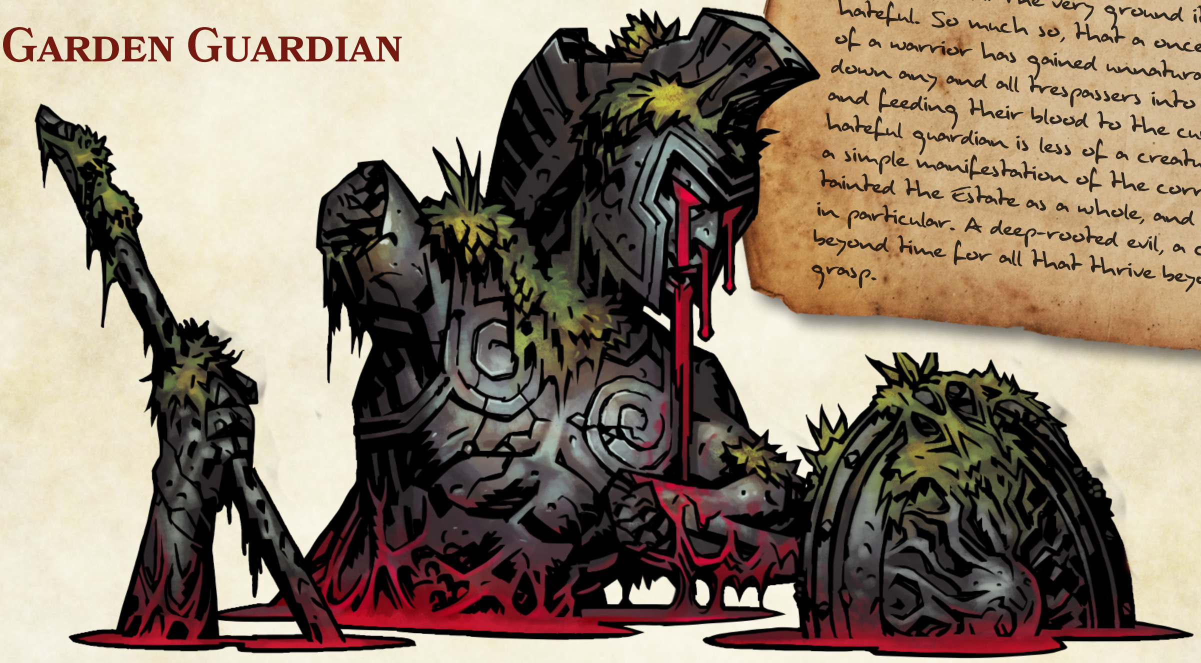
- Creatures that spend a long rest within 6 miles of the Nest must succeed a DC 16 Constitution saving throw or contract a random bloodborne disease.
- The sky within 2 miles of the nest is covered by mist and buzzing insects, causing no sunlight to reach the area and muting it down to dim light instead.
- The waters of the marches within 3 miles of the nest are heavily infested with mosquito larvae and leeches.

If the Countess is slain, these effects fade over the course of 2d6 days.



GARDEN GUARDIAN

Such is the strength of the Curse, and the Evil in the land, that the very ground itself is tainted and hateful. So much so, that a once innocent statue of a warrior has gained unnatural life, striking down any and all trespassers into the Old Gardens, and feeding their blood to the cursed soil. This hateful guardian is less of a creature, and more of a simple manifestation of the corruption that's tainted the Estate as a whole, and the Courtyard in particular. A deep-rooted evil, a cosmic hatred beyond time for all that thrive beyond its tainted grasp.



GARDEN GUARDIAN

Huge construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	20 (+5)	10 (0)	16 (+3)	6 (-2)

Saving Throws Str +11, Con +10, Wis +8
Skills Perception +8
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, stunned, petrified, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages understands common but can't speak
Challenge 16 (5,900 XP)

Hatred Beyond Time. When the Garden Guardian's shield is destroyed or otherwise removed from combat, the Garden Guardian's Annihilating Glare attack loses its recharge property.

Immutable Form. The Garden Guardian, its spear and its shield, are immune to any spell or effect that would alter their forms.

Legendary Resistance (3/Day). If the Garden Guardian fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Garden Guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Garden Guardian's weapon attacks are magical.

Stone Armament. The Garden Guardian carries a shield and a spear. Each of which are large objects that are controlled by the Garden Guardian as long as they are within 240 ft. of it. Each of them have an AC of 18, 100 hit points and are immune to poison and psychic damage.

ACTIONS

Multiattack. The Garden Guardian uses its Annihilating Glare if available and uses its Command Shield or its Command Spear.

Annihilating Glare (Recharge 6). The Garden Guardian fires a wide ray of corruptive energy in a 60 ft. cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save and half as much on a successful one.

Command Shield. The Garden Guardian moves its shield up to 60 ft. and does one of the following;

- ***Aegis.*** As long as the shield is within 5 ft. of the Garden Guardian, any attack targeting the Garden Guardian is redirected at the shield instead.

- ***Plummet.*** The shield is flung up into the air and lands at a point within 60 ft. of the shield's initial position. Once the shield reaches its destination or impacts against a solid surface, each creature and object within 10 ft. of the point of impact must make a DC 18 Dexterity saving throw, taking 22 (4d10) bludgeoning damage. A creature that fails the saving by 5 or more is stunned until the end of the Garden Guardian's next turn.

Command Spear. The Garden Guardian moves its spear up to 30 ft. and makes two of the following attacks with the spear;

- ***Impale.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.

- ***Feed the Soil.*** *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 14 (3d8) necrotic damage and the creature takes 5 (2d4) necrotic damage at the beginning of its next turn.

LEGENDARY ACTIONS

The Garden Guardian can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Garden Guardian regains spent legendary actions at the start of its turn.

Detect. The Garden Guardian makes a Wisdom (Perception) check.
Coordinate. The Garden Guardian moves up to half of its speed and its shield and spear move up to 15 ft..
Command (2 Actions). The Garden Guardian uses its Command Shield or Command Spear. It can only command an item the Garden Guardian did not command since the start of its last turn.
Focus Hate (3 Actions). The DC of the Garden Guardian's next Annihilating Glare is increased by 2 (20). The Garden Guardian can only use this action when its shield is destroyed.

Veteran Bloodsuckers

Supplicant (Veteran)

Medium monstrosity (bloodsucker), unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

Keen Smell. The Supplicant has advantage on Wisdom (Perception) checks that rely on smell.

Gather the Blood. As a Bonus Action, the Supplicant can dash towards a hostile creature that it can smell.

Resilient Body. The Supplicant has advantage on saving throws against being stunned and being paralyzed.

Actions

Multiattack. The Supplicant makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

Predigestion. One creature within 60 feet of the Supplicant must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) acid damage and 5 (2d4) acid damage at the end of its next turn, unless the creature uses an action to wash off the acid.

Sycophant (Veteran)

Small monstrosity (bloodsucker), unaligned

Armor Class 16 (natural armor)
Hit Points 21 (6d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (0)	2 (-4)	14 (+2)	6 (-2)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 12
Languages -
Challenge 1 (200 XP)

Bloodlust. The Sycophant starts out in its basic form. When the Sycophant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Sycophant has advantage on Wisdom (Perception) checks that rely on smell. Once the Sycophant entered its Bloodlust form it remains in it until it finishes a short rest.

Flyby (Bloodlust Only). When the Sycophant is in its Bloodlust form it doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage and the Sycophant recovers 3 (1d6) hit points and enters its Bloodlust Form.

Bite (Bloodlust Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage and the Sycophant recovers 7 (2d6) hit points.

Whine. A creature within 30 feet of the Sycophant, must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage.

Whine (Bloodlust Form). A creature within 30 feet of the Sycophant, must succeed on a DC 12 Wisdom saving throw or take 7 (2d6) psychic damage and can't use bonus actions or reactions until the end of its next turn. A creature that is immune to psychic damage succeeds the save automatically.

Bombing Run (Recharge 4-6) (Bloodlust Form Only). The Sycophant is raining down deadly spines within an area. Each creature in a 15-foot square based on a point within 30 feet of the Sycophant must make a DC 14 Dexterity saving throw. On a failure a creature takes 10 (3d6) piercing damage. On a successful save, a creature takes half as much damage.

Manservant (Veteran)

Small monstrosity (bloodsucker), lawful evil

Armor Class 15 (natural armor)
Hit Points 32 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	10 (0)	16 (+3)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

The Thirst. The Manservant starts out in its basic Thirst form. When the Manservant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Manservant has advantage on Wisdom (Perception) checks that rely on smell. Once the Manservant entered its Bloodlust form it remains in it until it finishes a short rest.

Actions

Multiattack. The Manservant makes two attacks with its cleaver.

Bite (Base Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage and the Manservant recovers 5 (2d4) hit points and enters its Bloodlust Form.

Cleaver (Base Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage and the Manservant recovers 5 (2d4) hit points.

Cleaver (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Enraging Sight. A creature within 60 feet that can see the Manservant must succeed on a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage and the creature's next attack roll before the end of its turn has disadvantage if it does not target the Manservant.
Additionally on a failed saving throw, if the Manservant is in its Bloodlust form the creature is frightened until the end of the Manservant's next turn.

Reactions

Infallible Servitude. When a creature the Manservant can see attacks an ally that is within 5 feet of the Manservant, it uses a reaction to become the new target of the attack instead.

Esquire (Veteran)

Medium monstrosity (bloodsucker), lawful evil

Armor Class 17 (studded leather armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	10 (0)	9 (-1)	14 (+2)

Skills Acrobatics +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

The Thirst. The Esquire starts out in its base form. When the Esquire enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Esquire has advantage on Wisdom (Perception) checks that rely on smell. Once the Esquire entered its Bloodlust form it remains in it until it finishes a short rest.

Precision Attack. The first time in a turn the Esquire hits a creature with an attack made with advantage, it deals an additional 7 (2d6) damage.

Suave Defense. The Esquire adds its Charisma modifier to its Armor Class if it wears light or no armor and wields no shield.

Actions

Multiattack (Base Form). The Esquire makes two Rapier attacks, or one attack with its Rapier and one with its Flintlock Pistol.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage and the Esquire recovers 5 (2d4) hit points and if the Esquire is in its base form it enters its Bloodlust Form.

Rapier (Base Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Flintlock Pistol (Base Form). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Multiattack (Bloodlust Form). The Esquire makes two pierce attacks, or one pierce attack and one bite attack.

Pierce (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The Esquire's next attack against the target has advantage until the end of the Esquire's turn.

Claws (Bloodlust Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) slashing damage. This attack is made with advantage if the Esquire moved 20 or more feet in a straight line right before making this attack.

CROCODILIAN (VETERAN)

Large monstrosity (bloodsucker), chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	6 (-2)

Saving Throws Str +9, Con +8, Wis +5
Skills Athletics +9, Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 10 (5,900 XP)

Apex Predator. Any hit by a bite attack the Crocodilian scores against a target, that is surprised or unable to see it, is a critical hit.

Hold Breath. The Crocodilian can hold its breath for 1 hour.

Legendary Resistance (2/Day). If the Crocodilian fails a saving throw, it can choose to succeed instead.

Marsh Prowler. The Crocodilian has advantage on Dexterity (Stealth) checks when it hides in murky or swampy waters.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. The target must succeed on a DC 17 Strength saving throw or is grappled by the Crocodilian, escape DC 17. Until the grapple ends, the Crocodilian can't bite another target.

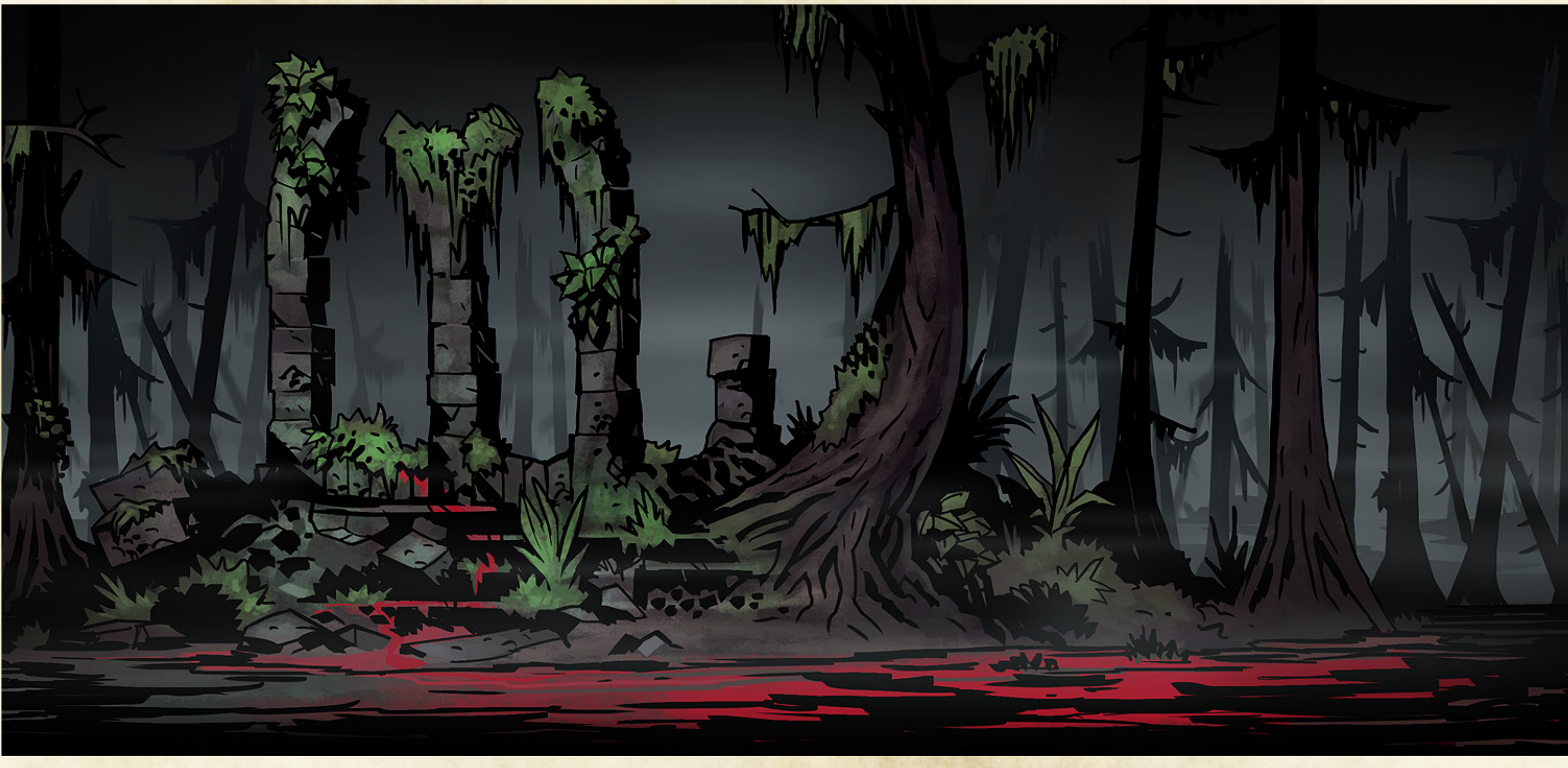
Swarming Corruption (Recharge 4-6). The Crocodilian unleashes its a parasitic swarm of mosquitos that fills a 20-foot-radius around the Crocodilian. Every creature except for the Crocodilian in the area must make a DC 16 Dexterity saving throw. On a failed save the creature takes 18 (4d8) piercing damage and on a successful saving throw only half as much. Additionaly until the beginning of the Crocodilian's next turn the area is heavily obscured by the swarming mosquitos.

Submerge (1/Short Rest). Can only be used when the Crocodilian is within a body of water. It hides and regains 27 (6d8) hit points.

LEGENDARY ACTIONS

The Crocodilian can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Crocodilian regains spent legendary actions at the start of its turn.

Detect. The Crocodilian makes a Wisdom (Perception) check.
Move. The Crocodilian moves up to half of its movement speed. The Crocodilian's movement using its swim speed provokes no opportunity attacks.
Bite (2 Actions). The Crocodilian makes a bite attack.
Hide (2 Actions). The Crocodilian hides. The Crocodilian can use this action only when it is within a body of water.



CHAMPION BLOODSUCKERS

SUPPLICANT (CHAMPION)

Medium monstrosity (bloodsucker), unaligned

Armor Class 13 (natural armor)
Hit Points 68 (8d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages -
Challenge 2 (450 XP)

Keen Smell. TheSupplicant has advantage on Wisdom (Perception) checks that rely on smell.

Gather the Blood. As a Bonus Action, the Supplicant can dash towards a hostile creature that it can smell.

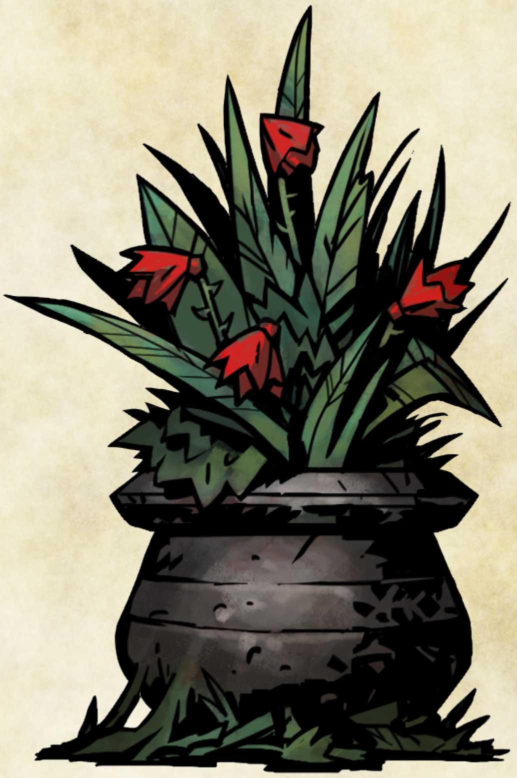
Resilient Body. The Supplicant has advantage on saving throws against being stunned and being paralyzed.

ACTIONS

Multiattack. The Supplicant makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Predigestion. One creature within 60 feet of the Supplicant must succeed on a DC 14 Dexterity saving throw or take 10 (4d4) acid damage and 10 (4d4) acid damage at the end of its next turn.



SYCOPHANT (CHAMPION)

Small monstrosity (bloodsucker), unaligned

Armor Class 17 (natural armor)
Hit Points 28 (8d6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	21 (+5)	11 (0)	2 (-4)	16 (+3)	6 (-2)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages -
Challenge 2 (450 XP)

Bloodlust. The Sycophant starts out in its basic form. When the Sycophant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Sycophant has advantage on Wisdom (Perception) checks that rely on smell. Once the Sycophant entered its Bloodlust form it remains in it until it finishes a short rest.

Flyby. The Sycophant doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage and the Sycophant recovers 3 (1d6) hit points and enters its Bloodlust Form.

Bite (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) piercing damage and the Sycophant recovers 7 (2d6) hit points.

Whine. A creature within 30 feet of the Sycophant, must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage.

Whine (Bloodlust Form). A creature within 30 feet of the Sycophant, must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage and is incapacitated until the end of the Sycophant's next turn. A creature that is immune to psychic damage succeeds the save automatically.

Bombing Run (Recharge 4-6) (Bloodlust Form Only). The Sycophant is raining down deadly spines within an area. Each creature in a 15-foot square based on a point within 30 feet of the Sycophant must make a DC 15 Dexterity saving throw. On a failure a creature takes 14 (4d6) piercing damage. On a successful save, a creature takes half as much damage.

CHEVALIER (CHAMPION)

Medium monstrosity (bloodsucker), lawful evil

Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Damage Resistances poison
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Understands Common but doesn't speak
Challenge 6 (2,300 XP)

Keen Smell. The chevalier has advantage on Wisdom (Perception) checks that rely on smell.

Piercing Claws. The chevalier's claws and skewers are able to penetrate up to 5 ft. of stone or 10 ft. of wood.

ACTIONS

Multiattack. The chevalier makes two attacks with its claws or subteran skewers.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Subterran Skewers. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. This attack is made with disadvantage if the target is within 5 ft. of the Chevalier.

Burried Blast (Recharge 6). The Chevalier causes a 15-foot cube blast on a point within 30 ft. of itself. Each creature in the blast must make a DC 14 Dexterity saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage and be knocked prone and stunned until the end of the chevalier's next turn. On a successful save a creature takes half as much damage and is not prone or stunned. The ground in that area becomes difficult terrain until cleared. Clearing the area by hand requires 1 minute of work per 5-foot square.

MANSERVANT (CHAMPION)

Small monstrosity (bloodsucker), lawful evil

Armor Class 16 (natural armor)
Hit Points 77 (14d6 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	8 (-1)	10 (0)	17 (+3)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

The Thirst. The Manservant starts out in its basic Thirst form. When the Manservant enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Manservant has advantage on Wisdom (Perception) checks that rely on smell. Once the Manservant entered its Bloodlust form it remains in it until it finishes a short rest.

ACTIONS

Multiattack. The Manservant makes three attacks; two with its cleaver and one with its bite.

Bite (Base Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage and the Manservant recovers 7 (2d6) hit points and enters its Bloodlust Form.

Cleaver (Base Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Bite (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the Manservant recovers 7 (2d6) hit points.

Cleaver (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Enraging Sight. A creature within 60 feet that can see the Manservant must succeed on a DC 14 Wisdom saving throw or take 14 (4d6) psychic damage and the creature's next attack roll before the end of its turn has disadvantage if it does not target the Manservant.
Additionally on a failed saving throw, if the Manservant is in its Bloodlust form the creature is frightened until the end of the Manservant's next turn.

REACTIONS

Infallible Servitude. When a creature the Manservant can see attacks an ally that is within 5 feet of the Manservant, it uses a reaction to become the new target of the attack instead.

Artwork by Red Hook Studios

Created by DM Tuz

Esquire (Champion)

Medium monstrosity (bloodsucker), lawful evil

Armor Class 18 (studded leather armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (0)	9 (-1)	14 (+2)

Skills Acrobatics +7
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

The Thirst. The Esquire starts out in its base form. When the Esquire enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Esquire has advantage on Wisdom (Perception) checks that rely on smell. Once the Esquire entered its Bloodlust form it remains in it until it finishes a short rest.

Precision Attack. The first time in a turn the Esquire hits a creature with an attack made with advantage, it deals an additional 21 (6d6) damage.

Suave Defense. The Esquire adds its Charisma modifier to its Armor Class if it wears light or no armor and wields no shield.

Actions

Multiattack (Base Form). The Esquire makes two Rapier attacks, or one attack with its Rapier and one with its Flintlock Pistol.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage and the Esquire recovers 7 (2d6) hit points and if the Esquire is in its base form it enters its Bloodlust Form.

Rapier (Base Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Flintlock Pistol (Base Form). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Multiattack (Bloodlust Form). The Esquire makes three attacks: two pierce attacks and one bite attack.

Pierce (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The Esquire's next attack against the target has advantage until the end of the Esquire's turn.

Claws (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) slashing damage. This attack is made with advantage if the Esquire moved 20 or more feet in a straight line right before making this attack.

Courtesan (Champion)

Medium monstrosity (bloodsucker), lawful evil

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	14 (+2)	12 (+1)	11 (0)	20 (+5)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

The Thirst. The Courtesan starts out in its base form. When the Courtesan enters its Bloodlust form it gains access to new Actions. When in Bloodlust form the Courtesan has advantage on Wisdom (Perception) checks that rely on smell. Once the Courtesan entered its Bloodlust form it remains in it until it finishes a short rest.

Bloodsated Fury. When the Courtesan transforms into her Bloodlust form during her turn through her bite, she can make one claw attack as a bonus action until the end of her turn.

Moonlight Inspiration (Base Form). The Courtesan can use a bonus action to inspire an allied bloodsucker that can hear it. The bloodsucker can add 1d10 to any attack roll, skill check, or saving throw until the beginning of the Courtesan's next turn.

Actions

Multiattack (Base Form). The Courtesan makes two slam attacks and uses Damsel in Distress.

Slam (Base Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target cannot make opportunity attacks against the Courtesan until the beginning of the Courtesan's next turn.

Bite (Base Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 4) piercing damage and the Courtesan recovers 7 (2d6) hit points and enters its Bloodlust Form.

Damsel in Distress (Base Form). The Courtesan takes cover behind a chosen allied creature within 5 ft. of herself. Attacks made against the Courtesan are made with disadvantage until the end of the Courtesan's next turn, as long as it remains within 5 ft. of the chosen creature.

Careless Whispers (Base Form). The Courtesan whispers magical words of deceit in a 60-foot cone. Each creature of the Courtesan's choice that can hear her in the cone must make a DC 16 Wisdom saving throw. On a failed save creature takes 21 (6d6) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Multiattack (Bloodlust Form). The Courtesan makes two claw attacks and one bite attack; or makes two predigestion attacks.

Claw (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 4) slashing damage.

Bite (Bloodlust Form). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 4) piercing damage and the Courtesan recovers 7 (2d6) hit points. Additionally, the Courtesan has advantage on all attack rolls against the creature until the end of its next turn.

Predigestion (Bloodlust Form). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 10 (4d4) acid damage and takes 10 (4d4) acid damage at the beginning of its next turn.

Crocodilian (Champion)

Large monstrosity (bloodsucker), chaotic evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+5)	14 (+2)	19 (+4)	2 (-4)	13 (+1)	6 (-2)

Saving Throws Str +10, Con +9, Wis +6
Skills Athletics +10, Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 16
Languages -
Challenge 15 (13,000 XP)

Apex Predator. Any hit by a bite attack the Crocodilian scores against a target, that is surprised or unable to see it, is a critical hit.

Hold Breath. The Crocodilian can hold its breath for 1 hour.

Legendary Resistance (3/Day). If the Crocodilian fails a saving throw, it can choose to succeed instead.

Marsh Prowler. The Crocodilian has advantage on Dexterity (Stealth) checks when it hides in murky or swampy waters.

Actions

Multiattack. The Crocodilian makes two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage. If the target is size Medium or smaller, it is grappled by the Crocodilian, escape DC 18. Until the grapple ends, the target is restrained and the Crocodilian can't bite another target.

Swarming Corruption (Recharge 4-6). The Crocodilian unleashes its a parasitic swarm of mosquitos that fills a 20-foot-radius around the Crocodilian. Every creature except for the Crocodilian in the area must make a DC 17 Dexterity saving throw. On a failed save the creature takes 36 (8d8) piercing damage and on a successful saving throw only half as much. Additionaly the area remains filled with a buzzing swarm of mosquitos until the end of the Crocodilian's next turn. As long as the insects remain, the area is heavily obscured and creatures within the area are blinded.

Submerge (1/Short Rest). Can only be used when the Crocodilian is within a body of water. It hides and regains 36 (8d8) hit points.

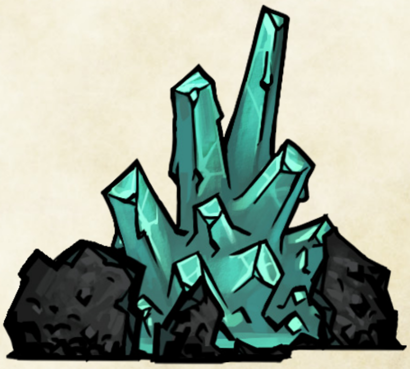
Legendary Actions

The Crocodilian can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Crocodilian regains spent legendary actions at the start of its turn.

Detect. The Crocodilian makes a Wisdom (Perception) check.
Move. The Crocodilian moves up to half of its movement speed. The Crocodilian's movement using its swim speed provokes no opportunity attacks.
Bite (2 Actions). The Crocodilian makes a bite attack.
Hide (2 Actions). The Crocodilian hides. The Crocodilian can use this action only when it is within a body of water.

THE FARMSTEAD

Ever since the Comet had struck the Old Windmill, the Farmstead and its surrounding acres of land have been severely altered by the otherworldly corruption. As if natural flow of time has been distorted beyond recognition; once fertile fields, they are now a lifeless wasteland where only crystallized wheat and mutated pumpkins can grow and the acres are littered with fossilized remains of people, farm animals, and petrified crops, having aged seemingly uncountable years in a blink of an eye. Even the stars above the Farmstead are not right, none of the recognizable constellations can be seen in the night sky and the Northern Star is in the wrong position, as if these night skies are not from this time and place.



CRYSTALINE ABERRATION

Small aberration, unaligned

Armor Class 5
Hit Points 5 (1d6 + 2)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	14 (+2)	1 (-5)	10 (0)	1 (-5)

Damage Immunities poison, psychic, radiant
Damage Vulnerabilities thunder
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 1/8 (25 XP)

Invigorating Fluids. When a creature destroys a crystaline aberration with a melee attack, it regains 2 (1d4) hit points.

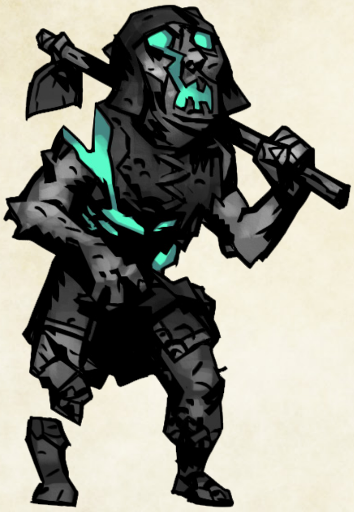
ACTIONS

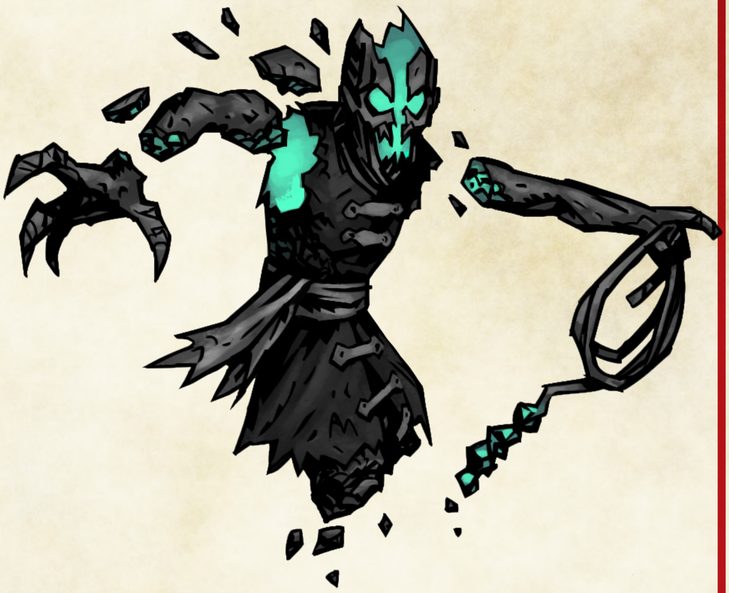
Resonance. A creature within 30 feet of the crystaline abomination must succeed on a DC 12 Wisdom saving throw, or take 7 (2d6) psychic damage and is poisoned until the end of its next turn. The crystaline aberration is destroyed at the end of its turn.

Explosive Undoing. The crystaline aberration explodes, destroying itself. Any creature in a 20-foot radius of the crystaline abomination must make a DC 12 Dexterity saving throw. On a failed saving throw a creature takes 5 (2d4) piercing damage, or half as much damage on a successful one.

HUSKS

Husks were once living, breathing, feeling beings before they were touched by the malevolent crystalline corruption from the stars. The crystalline corruption seeks to consume all living and nonliving things that are made from flesh, blood, bone or any other organic materials; people, animals, and even certain inanimate objects that are infected by this crystalline corruption are all turned into Husks. Upon infection, the crystals rapidly spread throughout the unfortunate victim and consume them from the inside out, turning them from beings of warm flesh and blood into cold, empty and cruel mockeries made of crystal and stone. When a Husk dies, the crystals inside its hollowed-out body quickly consume whatever remains of the body and blossoms forth from it like a crystalline flower to spread its corrupting "pollen".





FARMHAND

Medium aberration (husk), chaotic evil

Armor Class 13 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	7 (-2)	11 (0)	6 (-2)

Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 1/4 (50 XP)

Crystaline Growth. After the farmhand dies, a crystaline aberration grows out of its body the following round on the farmhand's initiative. Any damage dealt to the farmhand's body destroys it completely, causing no crystaline aberration to spawn.

ACTIONS

Hoe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Irradiated Seeds. The farmhand throws irradiated seeds at creature within 15 feet of itself. The creature must succeed on a DC 11 Dexterity saving throw or is covered in irradiated seeds and takes 3 (1d6) radiant damage at the beginning of each of its turns for one minute or until the target creature or a creature within 5 feet of it takes an action to remove the seeds.

Pause From Labor (1/Short Rest). The farmhand regains 9 (2d8) hit points.

FOREMAN

Medium aberration (husk), chaotic evil

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	13 (+1)	9 (-1)	12 (+1)	6 (-2)

Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Crystaline Growth. After the foreman dies, a crystaline aberration grows out of its body the following round on the foreman's initiative. Any damage dealt to the foreman's body destroys it completely, causing no crystaline aberration to spawn.

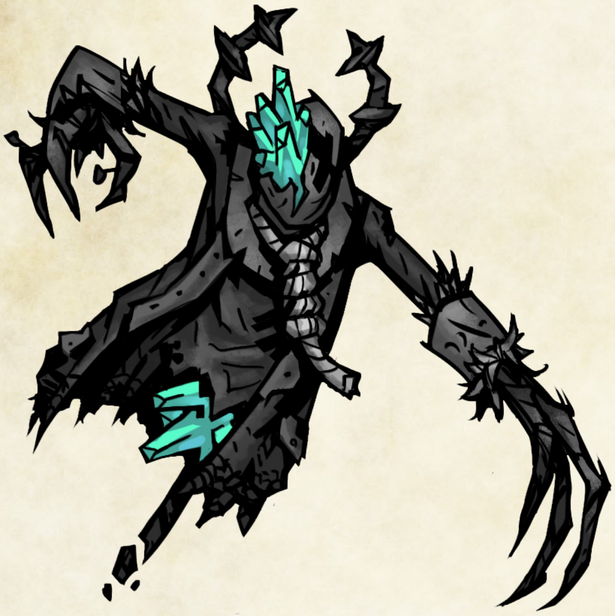
ACTIONS

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Stir The Rabble (Recharge 5-6). The foreman chooses up to 4 allied farmhands that it can see within 30 feet of itself. The farmhands have advantage on weapon attacks attacks and the DC of their irradiated seeds becomes 13 until the end of the foreman's next turn.

REACTIONS

No Trespassers. The foreman makes a whip attack against a creature that enters the foreman's reach. If the attack hits, the next attack made by an ally of the foreman before the end of the foreman's next turn against the creature has advantage.



Scarecrow

Medium aberration (husk), chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (0)	3 (-4)	15 (+2)	5 (-3)

Skills Stealth +6
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages -
Challenge 1/2 (100 XP)

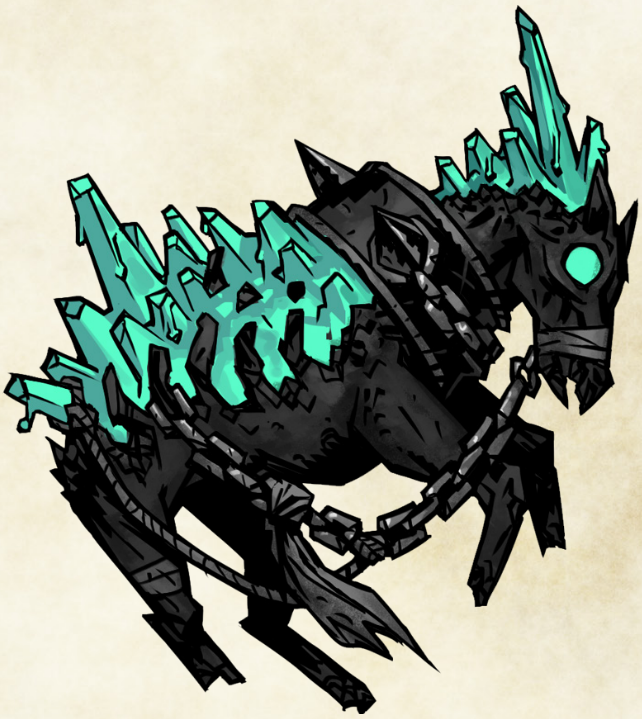
Crystaline Growth. After the scarecrow dies, a crystaline aberration grows out of its body the following round on the scarecrow's initiative. Any damage dealt to the scarecrow's body destroys it completely, causing no crystaline aberration to spawn.

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow. Using its haunting revelations does not break the scarecrows disguise.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Haunting Revelation (1/Day). The scarecrow penetrates the mind of a creature within 30 feet, filling it with eldritch knowledge beyond its comprehension for one minute. At the start of each of the creature's turns, it must make a DC 12 Wisdom saving throw. On a failed save the creature is incapacitated and takes 9 (2d8) psychic damage. On a successful save, the creature takes no damage and the effect ends.



Plow Horse

Large aberration (husk), chaotic evil

Armor Class 13 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +5
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 1 (200 XP)

Crystaline Growth. After the plow horse dies, a crystaline aberration grows out of its body the following round on the plow horses initiative. Any damage dealt to the plow horse's body destroys it completely, causing no crystaline aberration to spawn.

Actions

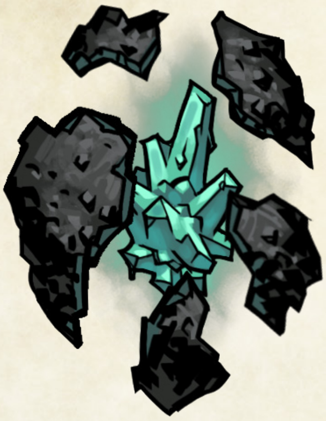
Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Dust Cloud. The plow horse kicks up a 10 ft. sphere cloud of dust centered on itself, provided the plow horse currently stands on dirt or sand. The dust cloud is dense enough to provide 3/4 cover to any creature standing inside or behind it, unless the attacker is within 5 ft. of the creature. The dust cloud remains until the end of the plow horse's next turn.

Trample (Recharge 5-6). The plow horse charges 20 to 50 feet in a straight line, passing through spaces of any creature of medium size or smaller. This movement does not provoke attack of opportunities. Any creature the plow horse moves through must make a DC 13 Dexterity saving throw. On a failure the creature takes 14 (4d6) bludgeoning damage and be knocked prone. On a successful save the creature only takes half damage and be not knocked prone.

SLEEPER'S HERALD

Upon the Sleepers arrival, its impact shattered many of its prison's outer layers. Many of these resulting shards were spread across the Farmstead. Through the force of the impact a lasting echo was created. Through this echo the unfathomable mind of the Sleeper, was imprinted upon these shards. Their mere presence is enough to extend the reality warping properties of the Sleeper, which these crystalline aberrations unintentionally maintain, and even expand.



SLEEPER'S HERALD

Small aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 0 ft., flying 30 ft. (hovering)

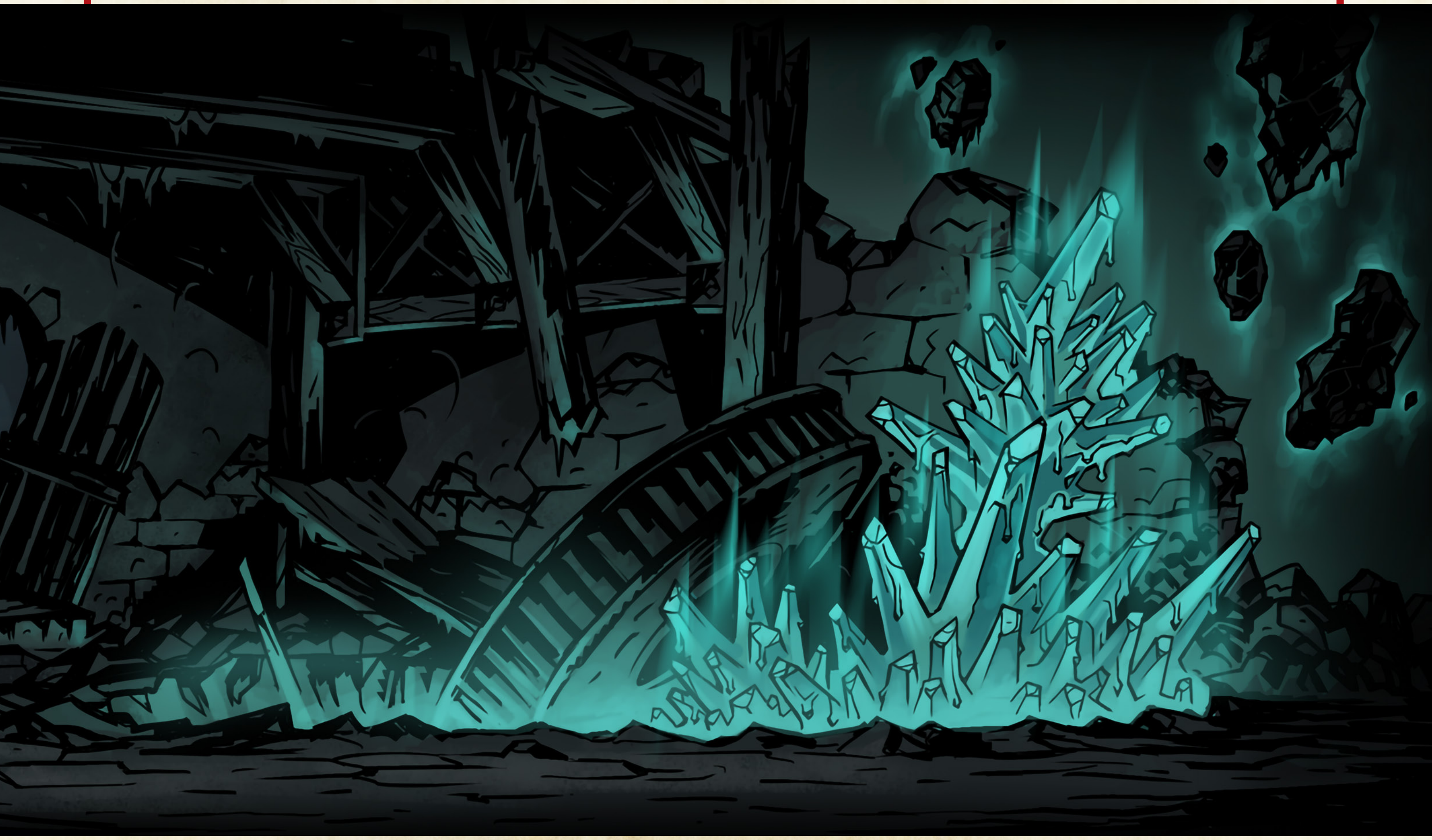
STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	14 (+2)	2 (-4)

Damage Resistances psychic, radiant
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12
Languages -
Challenge 1/4 (50 XP)

Reverb. The first time in a turn when a creature attacks and deals damage to the herald, the creature must succeed a DC 12 Constitution saving throw or takes 3 (1d6) thunder damage.

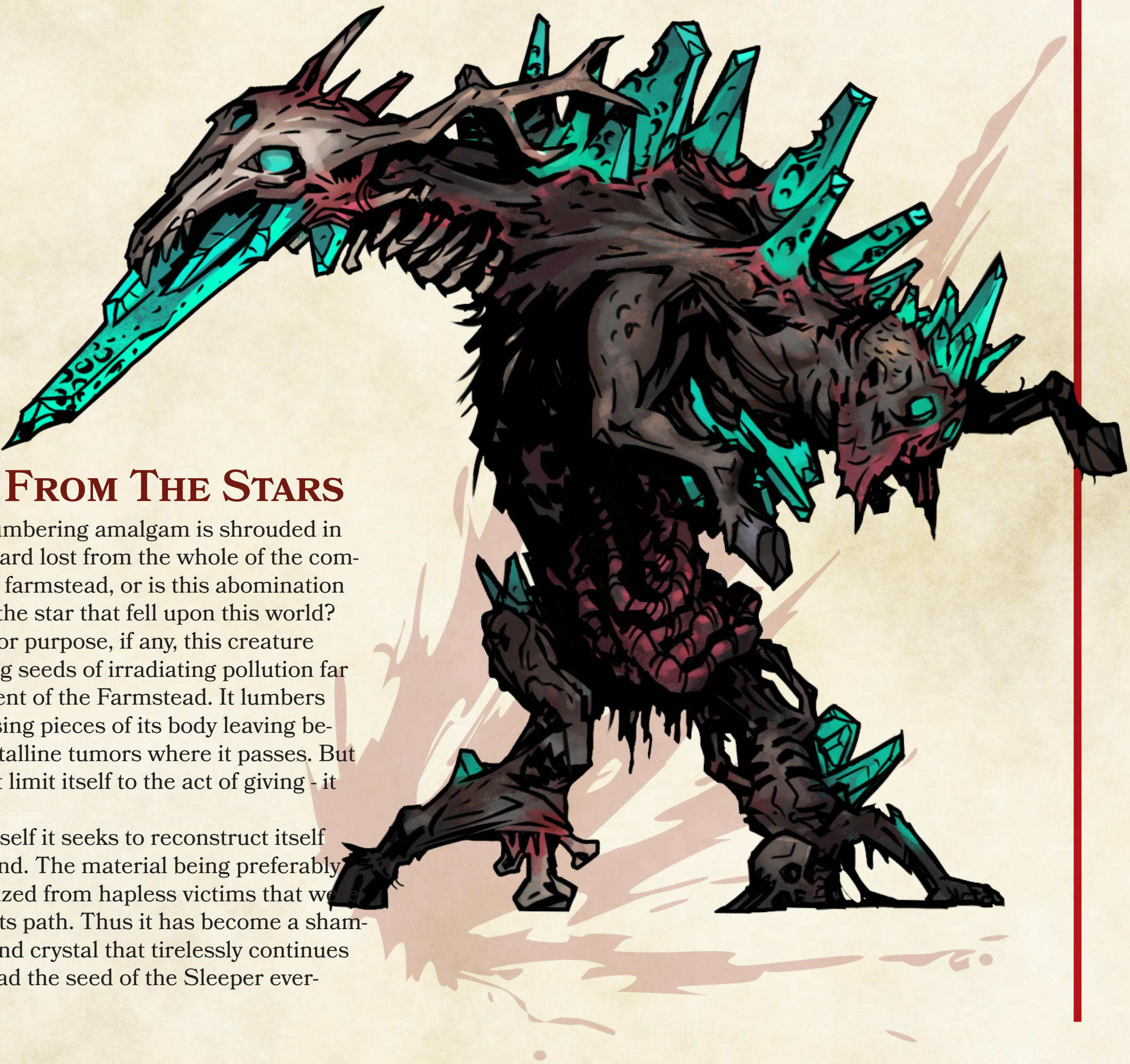
ACTIONS

Reality Bend. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. range 60 ft., one creature. *Hit:* 2 (1d4) psychic damage and the creature has disadvantage on all attack rolls until the end of its next turn.



Artwork by Red Hook Studios

Created by DM Tuz



THE THING FROM THE STARS

The nature of this lumbering amalgam is shrouded in mystery. Is it just a shard lost from the whole of the comet that devastated the farmstead, or is this abomination the twisted herald of the star that fell upon this world? Regardless its origin or purpose, if any, this creature spreads the corrupting seeds of irradiating pollution far beyond the containment of the Farmstead. It lumbers across the realms, losing pieces of its body leaving behind blossoming crystalline tumors where it passes. But this creature does not limit itself to the act of giving - it takes.

As it loses pieces of itself it seeks to reconstruct itself with material it can find. The material being preferably of flesh and blood, seized from hapless victims that were unfortunate to cross its path. Thus it has become a shambling horror of gore and crystal that tirelessly continues its pilgrimage to spread the seed of the Sleeper evermore.

THE THING FROM THE STARS

Large aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Savings Throws Str +7, Wis +4
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 5 (1,800 XP)

Magic Weapons. The things' weapon attacks are magical.

ACTIONS

Multiattacks. The thing uses shard and makes one bite attack and one vorpal strike.

Phase Gnaw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. The damage of this attack cannot be resisted or reduced.

Vorpal Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. This attack scores a critical hit if the thing rolls a 19 or higher on the attack roll.

Shard. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit*: The creature must succeed on a DC 13 Constitution saving throw or is affected by one of the following effects, randomly determined by a 1d6 roll:

1-2: The creature is stunned until the end of the thing's next turn.
3-4: The creature is blinded until the end of the thing's next turn.
5-6: The creature has disadvantage on dexterity saving throws and it's movement speed is reduced to 0 until the end of the thing's next turn.

LEGENDARY ACTIONS

The thing from the stars can take 1 legendary action, choosing from the options below. The thing from the stars regains the spent legendary action at the start of its turn.

Return To The Stars. The thing summons one Crystaline Aberration within 5 feet of itself and looses 5 hit points. If it is under any effects that causes it to repeat a saving throw at the end of its turn, it repeats said saving throw.

Created by DM Tuz
Artwork by Red Hook Studios

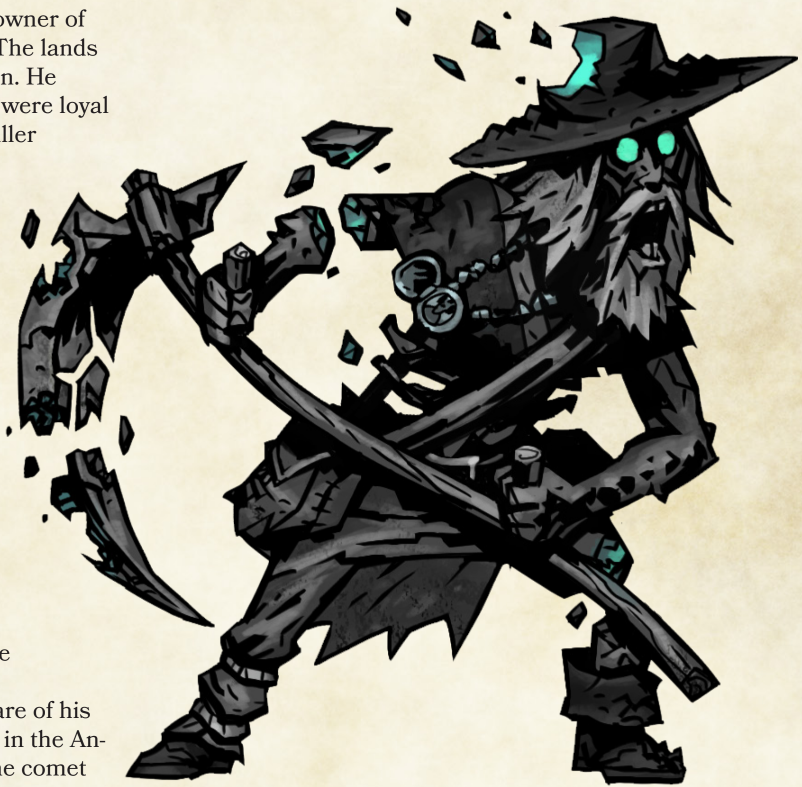
THE MILLER

The unfortunate Miller was the once proud owner of the now devastated Farmstead and its lands. The lands made him quite prosperous for a common man. He employed numerous diligent farmhands, who were loyal to him and his family. His was a wealth the Miller garnered fairly through hard dedicated work.

Unfortunately, a mysterious blight that ravaged his lands threatened the Miller's livelihood. The Miller turned to the Ancestor for help, who agreed to assist the Miller and to save his land. In truth though, the Ancestor‘s true intent was far from it, for it was him who arranged the misfortune that befell the Miller‘s land.

The Ancestor found a strange comet far off the world which he saw as an opportunity to harness its powers. But to do so, he had to bring this comet to the world and Miller's farmstead would provide the ideal destination for the comet‘s arrival, as well as an optimal location to observe and harness the comet‘s unique effects on the world.

The Miller, the poor soul, was blissfully unaware of his fate. Before the comet hit, the Miller had faith in the Ancestor‘s promise of salvation. The impact of the comet did not kill him. It broke a small part of reality around it, warped the farmstead and its inhabitants to husks and trapped them in endless, repeating loops in time. Death is no escape for the Miller and the souls of the Farmstead. They are damned by the comet and its reality changing influence for all eternity.



THE MILLER

Large aberration (husk), chaotic evil

Armor Class 16 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	7 (-2)	10 (0)	6 (-2)

Saving Throws Str +10, Con +7, Wis +4
Skills Athletics +8, Perception +4
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 14
Languages Understands common, but doesn't speak
Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the Miller fails a saving throw, he can choose to succeed instead.

Time Loop. Every day at dawn the Miller is returned to the farmstead and is fully restored, ending all lasting effects suffered from the previous day, even if he was destroyed. He does not retain memories from the previous day.

ACTIONS

Multiattack. The Miller uses winter's breath and makes two giant scythe attacks.

Giant Scythe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

The Reaping (Recharge 4-6). The Miller moves up to its speed and makes a Giant Scythe attack against up to 4 creatures it passes. This movement does not provoke opportunity attacks.

Winter's Breath. The Miller transforms a farmhand within 20 ft. of itself into a frozen farmhand.

LEGENDARY ACTIONS

The Miller can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Miller regains spent legendary actions at the start of his turn.

Detect. The Miller makes a Wisdom (Perception) check.
Move. The Miller moves up to half of his speed without provoking opportunity attacks.
The Master Becons (1/round). The Miller summons a random husk within 20 ft. of himself determined by a 1d6 roll.
1-2. Scarecrow (Veteran)
3-4. Farmhand (Veteran)
5-6. Sleeper's Herald (Veteran)
Reap (2 Actions). The Miller attacks with his giant scythe.

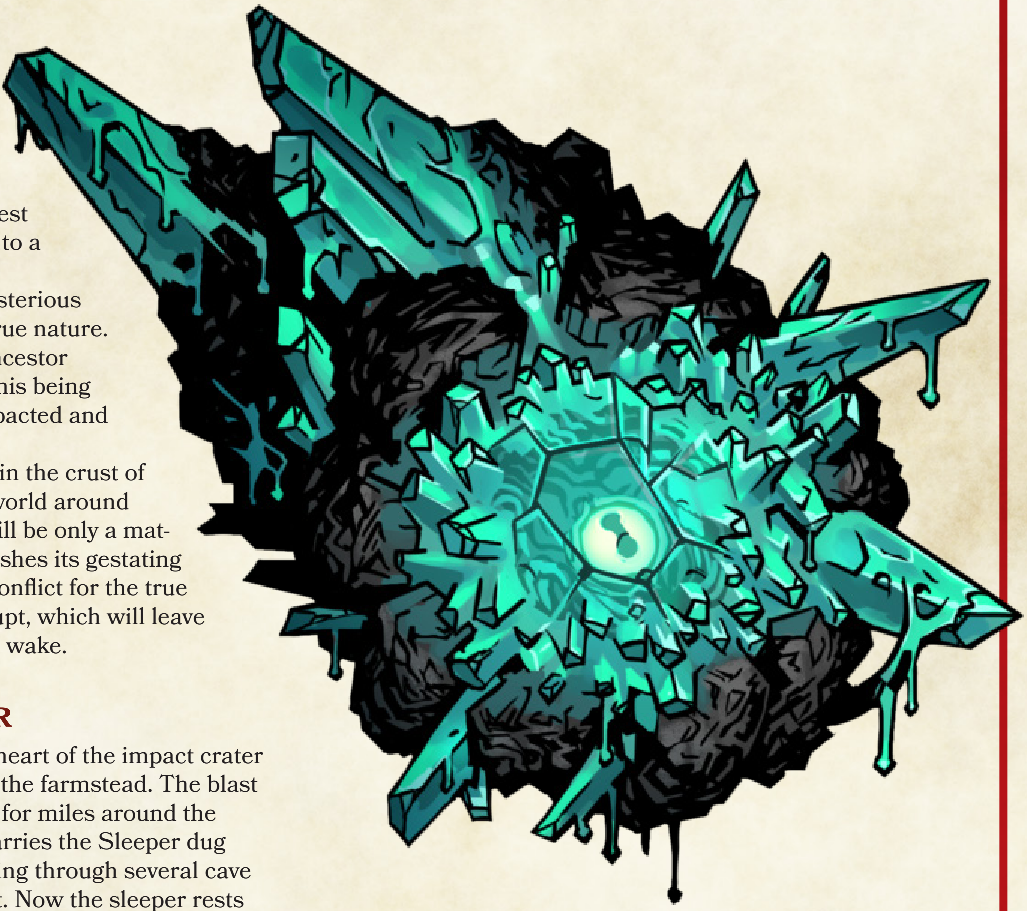
FROZEN FARMHAND:

A transformed farmhand becomes restrained by ice until it is destroyed. As long as it is frozen it can only use the following new actions:

Hollow Keening. A creature within 30 ft. of the frozen farmhand that can hear it must succeed on a DC 15 Wisdom saving throw. On a failed save the creature takes 7 (2d6) psychic damage is frightened for one minute. A frightened creature takes 7 (2d6) psychic damage at the end of its turn and must repeat the saving throw. On a successful save the creature is no longer frightened.
Thawing Soils. The frozen farmhand thaws and is no longer restrained. It transforms back into a farmhand.

THE SLEEPER

Encased and still developing in its crystalline cocoon, the entity named the Sleeper by the Ancestor was traversing the dark space between worlds to find a world in which it can rest to complete its metamorphosis to a greater being.
The Ancestor observed this mysterious celestial body and knew of its true nature. As circumstances had it, the Ancestor found an opportunity to guide this being towards the world, where it impacted and changed the landscape forever.
Now the Sleeper rests, nestled in the crust of the world and is changing the world around itself by its mere presence. It will be only a matter of time until the Sleeper finishes its gestating and awakes. If this happens a conflict for the true dominance of the world will erupt, which will leave unfathomable devastation in its wake.



THE SLEEPER'S LAIR

The Sleeper's Lair lies in the heart of the impact crater the Sleeper created when it hit the farmstead. The blast created a crystalline wasteland for miles around the crater and the meteorite that carries the Sleeper dug itself deep into the earth, crashing through several cave systems before it came to a halt. Now the sleeper rests beneath the crater until its awakening.

The farmstead turned wasteland, carries the mark of the sleeper's protective cocoon. Structures are overgrown with the strange crystal, which seems to warp reality around it. The husks created from the Sleeper's presence act now as its guardians and never wander off from the sleeper's area of influence.

LAIR ACTIONS

On Initiative count 20 (losing Initiative ties), the Sleeper takes a lair action to cause one of the following effects; the Sleeper can't use the same effect two rounds in a row:

- Time begins to bend in a 10 ft. radius sphere within 120 ft. of the Sleeper. Each creature in the area must make a DC 15 Charisma saving throw. On a failed save a creature is slowed, as if under the effect of the *Slow* spell until the end of its next turn.
- A spacial rift erupts in a 60 ft. radius around the Sleeper. Each creature in the area must except for the Sleeper must succeed a DC 13 Constitution saving throw. On a failed save a creature takes 14 (4d6) force damage and switches positions with another random creature that also failed its saving throw.
- An explosive crystalline growth shoots out of the earth, creating a 5 ft. high, 20 ft. radius area of crystal spikes. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save a creature takes 18 (4d8) piercing damage, and half as much on a successful one. The area is difficult terrain and remains until Initiative count 20 on the next round.

REGIONAL EFFECTS

The region of the farmstead, or any other region warped by the presence of the Sleeper and its impact creates one or more of the following effects:

- Space is non euclidian which causes strange bends in reality and incidental loops in space. When traveling the actual distance traveled can vary up to 20%. So a journey of 10 miles through the farmstead becomes between 8 and 12 miles long. This can be determined by rolling a 1d20.
- Creatures traveling through the farmstead experience rapid aging, causing them to age 1 year for each week spent in the farmstead - alternatively creatures traveling through the farmstead experience time dilation in which one month passes for every day they spend in the farmstead.
- Gravity acts strange and unpredictable within the farmstead, causing random objects or structures to float, and others to be completely locked in space, unable to be moved at all. Creatures are unable to fly or float using magic of any kind.

If the Sleeper dies, these effects fade over the course of 1d100 days.

Created by DM Tuz **Artwork by Red Hook Studios**

The Sleeper

Gargantuan aberration, neutral evil

Armor Class 20 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	23 (+6)	22 (+6)	24 (+7)	12 (+1)

Saving Throws Str +13. Con +13, Int +13, Wis +14, Cha +8
Skills Perception +14, Insight +14
Damage Resistance poison
Damage Immunities psychic
Condition Immunities charmed, frightened, stunned
Senses blindsight 60 ft., passive Perception 24
Languages Telepathy 360 ft.
Challenge 22 (41,000 XP)

Constructing Carapace. At the beginning of its turn, when the Sleeper has at least 1 hit point, it gains 20 temporary hit points.

Legendary Resistance (3/Day). If the Sleeper fails a saving throw, it can choose to succeed instead.

Psionic Feedback. Any creature that attempts to read the Sleeper's mind or invade its dream takes 42 (12d6) psychic damage and is stunned for one minute.

Telekinesis. Even with most of its consciousness in deep slumber, the Sleeper can interact with the world around it. The Sleeper can move or manipulate creatures or objects as if under the effect of the *Telekinesis* spell.

Actions

Multiattack. The Sleeper uses Maddening Presence and makes three tentacle attacks.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Maddening Presence. Each creature of the Sleeper's choice that is within 120 feet of the Sleeper and can see it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 5 psychic damage on a failure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Sleeper's Maddening Presence for the next 24 hours.

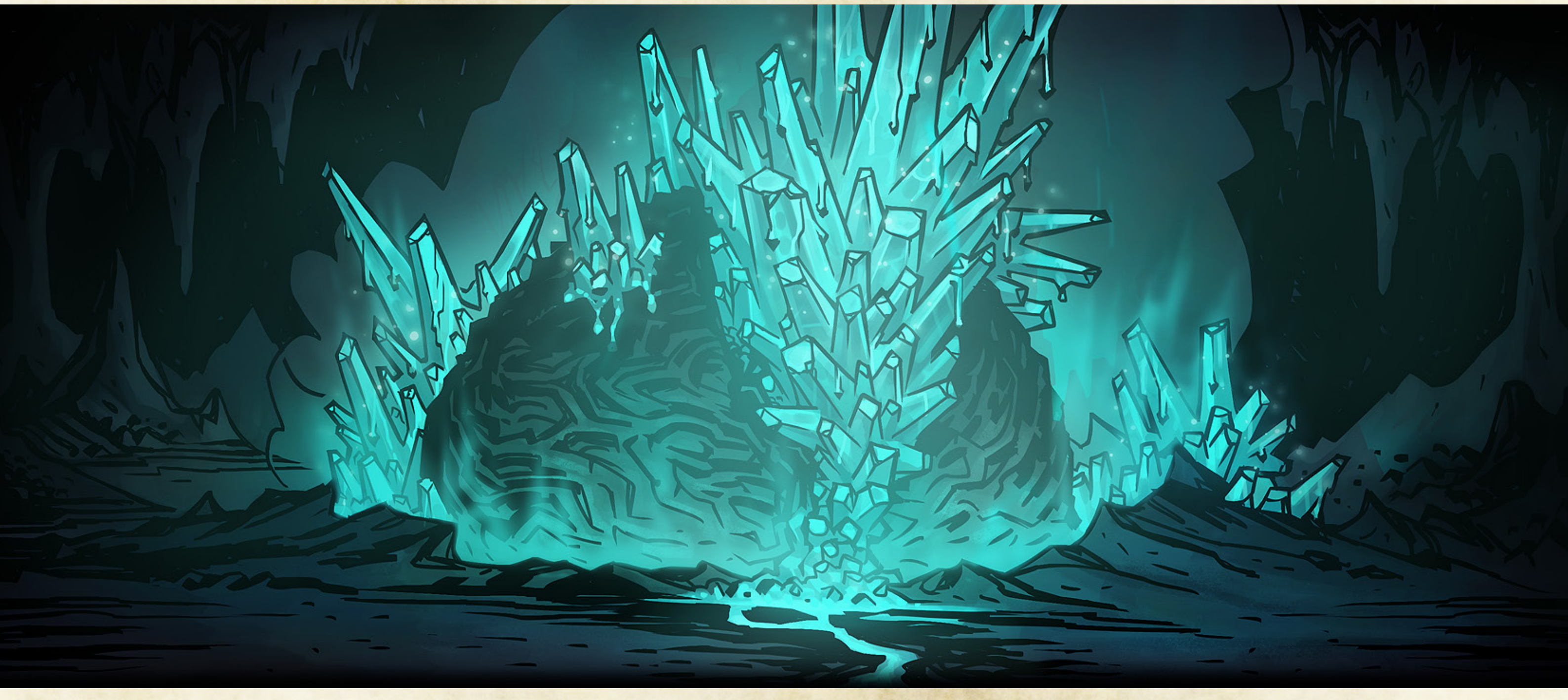
Stirring (Recharge 5-6). The Sleeper stirs in its sleep and devastates the minds of any sentient creature within 120 ft. of itself. Each creature in the area with an intelligence score higher than 2 must make a DC 22 Wisdom saving throw. On a failed save a creature takes 88 (16d10) psychic damage and half as much on a successful save. A creature that fails the saving throw while being frightened by the Sleeper's maddening presence becomes stunned until the end of the Sleeper's next turn.

Awakening (Recharge 4-6). The Sleeper makes six tentacle attacks, it can target no single creature with more than three tentacle attacks.

Legendary Actions

The Sleeper can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Sleeper regains spent legendary actions at the start of its turn.

Move. The Sleeper moves up to half of its speed.
Tentacle (2 Actions). The Sleeper makes a tentacle attack.
Telekinesis (2 Actions). The Sleeper uses its *Telekinesis*. The Sleeper must use 2 legendary actions at the end of its turn to maintain the grip on a restrained creature.
Rouse (3 Actions). The Sleeper rolls to recharge one of its used attacks.



VETERAN HUSKS

CRYSTALINE ABERRATION (VETERAN)

Small aberration, unaligned

Armor Class 5
Hit Points 6 (1d6 + 3)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	16 (+3)	1 (-5)	10 (0)	1 (-5)

Damage Immunities poison, psychic, radiant
Damage Vulnerabilities thunder
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 1/2 (100 XP)

Invigorating Fluids. When a creature destroys a crystaline aberration with a melee attack, it regains 5 (2d4) hit points.

ACTIONS

Resonance. A creature within 30 feet of the crystaline abomination must succeed on a DC 13 Wisdom saving throw, or take 14 (4d6) psychic damage and is poisoned until the end of its next turn. The crystaline aberration is destroyed at the end of its turn.

Explosive Undoing. The crystaline aberration explodes, destroying itself. Any creature in a 20-foot radius of the crystaline abomination must make a DC 13 Dexterity saving throw. On a failed saving throw a creature takes 10 (4d4) piercing damage, or half as much damage on a successful one.

FARMHAND (VETERAN)

Medium aberration (husk), chaotic evil

Armor Class 14 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Con +4
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the farmhand hits with it (included in the attack).

Crystaline Growth. After the farmhand dies, a crystaline aberration grows out of its body the following round on the farmhand's initiative. Any damage dealt to the farmhand's body destroys it completely, causing no crystaline aberration to spawn.

ACTIONS

Hoe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Irradiated Seeds. The farmhand throws irradiated seeds at creature within 15 feet of itself. The creature must succeed on a DC 12 Dexterity saving throw or is covered in irradiated seeds and takes 7 (2d6) radiant damage at the beginning of each of its turns for one minute or until the target creature or a creature within 5 feet of it takes an action to remove the seeds.

Pause From Labor (1/Short Rest). The farmhand regains 18 (4d8) hit points.

FOREMAN (VETERAN)

Medium aberration (husk), chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	12 (+1)	6 (-2)

Saving Thows Dex +3, Int +1
Skills Perception +5
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 2 (450 XP)

Crystaline Growth. After the foreman dies, a crystaline aberration grows out of its body the following round on the foreman's initiative. Any damage dealt to the foreman's body destroys it completely, causing no crystaline aberration to spawn.

ACTIONS

Multiattack. The foreman makes two weapon attacks.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Stir The Rabble (Recharge 5-6). Each farmhand within 30 ft. of the foreman that can see it has advantage on weapon attacks attacks and the DC of their irradiated seeds becomes 14 until the end of the foreman's next turn.

REACTIONS

No Trespassers. The foreman makes a whip attack against a creature that enters the foreman's reach. If the attack hits, the next attack made by an ally of the foreman before the end of the foreman's next turn against the creature has advantage.

Scarecrow (Veteran)

Medium aberration (husk), chaotic evil

Armor Class 16 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	3 (-4)	16 (+3)	5 (-3)

Savings Throws Dex + 5
Skills Stealth +7
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 2 (450 XP)

Crystaline Growth. After the scarecrow dies, a crystaline aberration grows out of its body the following round on the scarecrow's initiative. Any damage dealt to the scarecrow's body destroys it completely, causing no crystaline aberration to spawn.

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow. Using its haunting revelations does not break the scarecrows disguise.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage. The creature must succeed on a DC 11 Constitution saving throw or is poisoned until the end of the scarecrow's next turn.

Haunting Revelation (1/Day). The scarecrow penetrates the mind of a creature within 30 feet, filling it with eldritch knowledge beyond its comprehension for one minute. At the start of each of the creature's turns, it must make a DC 13 Wisdom saving throw. On a failed save the creature is incapacitated and takes 18 (4d8) psychic damage. On a successful save, the creature takes no damage and the effect ends.

Plow Horse (Veteran)

Large aberration (husk), chaotic evil

Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +6
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 3 (700 XP)

Crystaline Growth. After the plow horse dies, a crystaline aberration grows out of its body the following round on the plow horses initiative. Any damage dealt to the plow horse's body destroys it completely, causing no crystaline aberration to spawn.

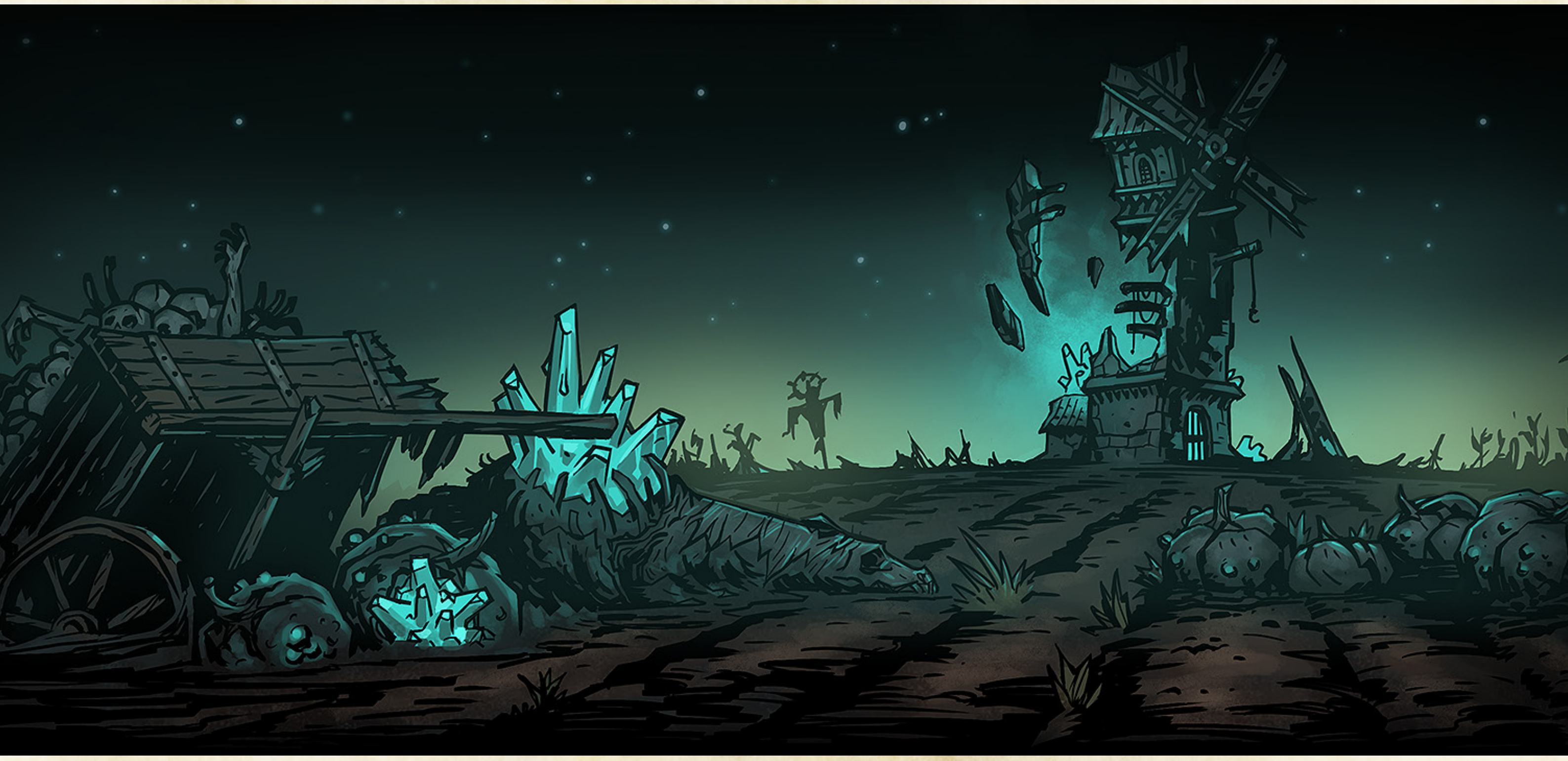
Actions

Multiattack. The plow horse makes two hooves attacks.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Dust Cloud. The plow horse kicks up a 10 ft. sphere cloud of dust centered on itself, provided the plow horse currently stands on dirt or sand. The dust cloud is dense enough to provide 3/4 cover to any creature standing inside or behind it, unless the attacker is within 5 ft. of the creature. The dust cloud remains until the end of the plow horse's next turn.

Trample (Recharge 5-6). The plow horse charges 20 to 50 feet in a straight line, passing through spaces of any creature of medium size or smaller. This movement does not provoke attack of opportunities. Any creature the plow horse moves through must make a DC 14 Dexterity saving throw. On a failure the creature takes 21 (6d6) bludgeoning damage and be knocked prone. On a successful save the creature only takes half damage and be not knocked prone.



SLEEPER'S HERALD (VETERAN)

Small aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 0 ft., flying 30 ft. (hovering)

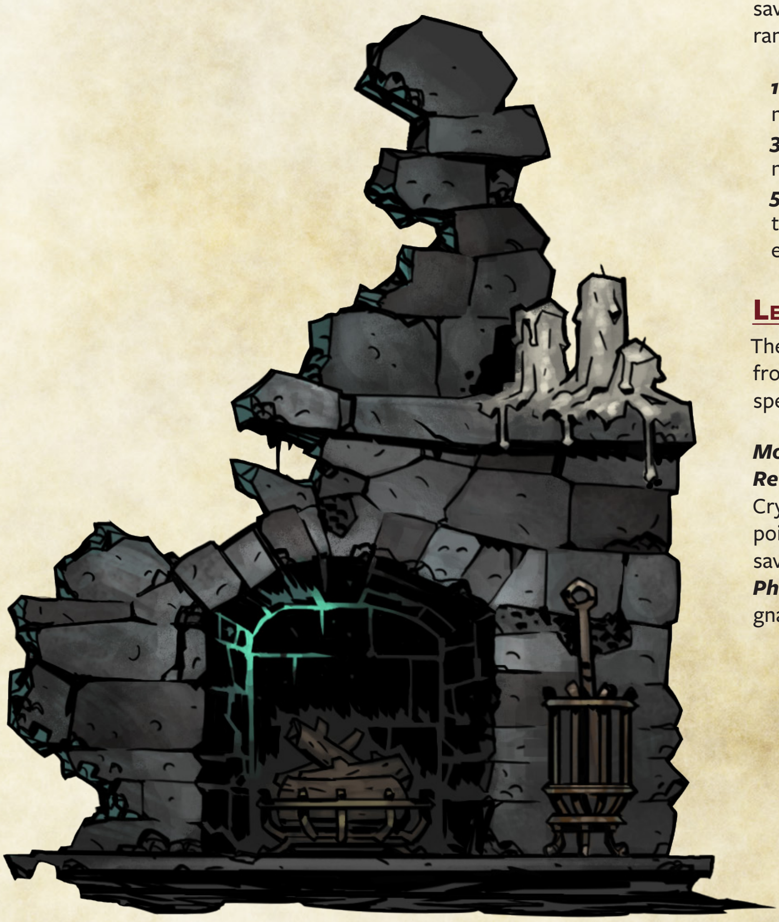
STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	16 (+3)	2 (-4)

Damage Resistances psychic, radiant
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13
Languages -
Challenge 1 (200 XP)

Reverb. The first time in a turn when a creature attacks and deals damage to the herald, the creature must succeed a DC 13 Constitution saving throw or takes 7 (2d6) thunder damage.

ACTIONS

Reality Bend. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. range 60 ft., one creature. *Hit:* 5 (2d4) psychic damage and the creature has disadvantage on all attack rolls until the end of its next turn.



THE THING FROM THE STARS (VETERAN)

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	3 (-4)	14 (+2)	6 (-2)

Savings Throws Str +10, Int +0, Wis +6
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages -
Challenge 10 (5,900 XP)

Magic Weapons. The thing's weapon attacks are magical.

Legendary Resistance (2/Day). If the thing fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattacks. The thing uses shard and makes three attacks: one bite attack and two vorpal strikes.

Phase Gnaw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage. The damage of this attack cannot be resisted or reduced.

Vorpal Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage. This attack scores a critical hit if the thing rolls a 19 or higher on the attack roll.

Shard. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit*: The creature must succeed on a DC 15 Constitution saving throw or is affected by one of the following effects, randomly determined by a 1d6 roll:

1-2: The creature is stunned until the end of the thing's next turn.
3-4: The creature is blinded until the end of the thing's next turn.
5-6: The creature has disadvantage on dexterity saving throws and it's movement speed is reduced to 0 until the end of the thing's next turn.

LEGENDARY ACTIONS

The thing from the stars can take 3 legendary actions, choosing from the options below. The thing from the stars regains the spent legendary action at the start of its turn.

Move. The thing moves up to its speed.
Return To The Stars (1/round). The thing summons one Crystaline Aberration within 5 feet of itself and looses 5 hit points. If it is under any effects that causes it to repeat a saving throw at the end of its turn, it repeats said saving throw.
Phase Gnaw (2 Actions). The thing makes a phase gnaw attack.

CHAMPION HUSKS

CRYSTALINE ABERRATION (CHAMPION)

Small aberration, unaligned

Armor Class 5
Hit Points 7 (1d6 + 4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
0 (-5)	0 (-5)	18 (+4)	1 (-5)	10 (0)	1 (-5)

Damage Immunities poison, psychic, radiant
Damage Vulnerabilities thunder
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages -
Challenge 2 (450 XP)

Invigorating Fluids. When a creature destroys a crystaline aberration with a melee attack, it regains 7 (3d4) hit points.

ACTIONS

Resonance. A creature within 30 feet of the crystaline abomination must succeed on a DC 14 Wisdom saving throw, or take 21 (6d6) psychic damage and is poisoned until the end of its next turn. The crystaline aberration is destroyed at the end of its turn.

Explosive Undoing. The crystaline aberration explodes, destroying itself. Any creature in a 20-foot radius of the crystaline abomination must make a DC 14 Dexterity saving throw. On a failed saving throw a creature takes 15 (6d4) piercing damage, or half as much damage on a successful one.

FARMHAND (CHAMPION)

Medium aberration (husk), chaotic evil

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	6 (-2)

Saving Throws Str +5, Con +5
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the farmhand hits with it (included in the attack).

Crystaline Growth. After the farmhand dies, a crystaline aberration grows out of its body the following round on the farmhand's initiative. Any damage dealt to the farmhand's body destroys it completely, causing no crystaline aberration to spawn.

ACTIONS

Multiattacks. The farmhand makes two attacks with its hoe. It can throw seeds instead of one hoe attack.

Hoe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Irradiated Seeds. The farmhand throws irradiated seeds at creature within 15 feet of itself. The creature must succeed on a DC 13 Dexterity saving throw or is covered in irradiated seeds and takes 10 (3d6) radiant damage at the beginning of each of its turns for one minute or until the target creature or a creature within 5 feet of it takes an action to remove the seeds.

Pause From Labor (1/Short Rest). The farmhand regains 27 (6d8) hit points.

FOREMAN (CHAMPION)

Medium aberration (husk), chaotic evil

Armor Class 16 (natural armor)
Hit Points 83 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	6 (-2)

Saving Thows Dex +5, Int +2, Wis +5
Skills Perception +8
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 18
Languages -
Challenge 5 (1,800 XP)

Crystaline Growth. After the foreman dies, a crystaline aberration grows out of its body the following round on the foreman's initiative. Any damage dealt to the foreman's body destroys it completely, causing no crystaline aberration to spawn.

Instructions. The foreman can use a bonus action on its turn to make a help action. Additionally when the foreman uses the help action to aid an ally to attack, the range of its help action becomes 10 ft.

ACTIONS

Multiattack. The foreman makes three weapon attacks.

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 4) slashing damage.

Stir The Rabble (Recharge 5-6). Each farmhand within 40 ft. of the foreman that can see it has advantage on weapon attacks attacks and the DC of their irradiated seeds becomes 16 until the end of the foreman's next turn.

REACTIONS

No Trespassers. The foreman makes a whip attack against a creature that enters the foreman's reach. If the attack hits, the next attack made by an ally of the foreman before the end of the foreman's next turn against the creature has advantage.

Scarecrow (Champion)

Medium aberration (husk), chaotic evil

Armor Class 17 (natural armor)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	3 (-4)	18 (+4)	5 (-3)

Savings Throws Dex + 7, Wis +7
Skills Stealth +10
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 5 (1,800 XP)

Crystaline Growth. After the scarecrow dies, a crystaline aberration grows out of its body the following round on the scarecrow's initiative. Any damage dealt to the scarecrow's body destroys it completely, causing no crystaline aberration to spawn.

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow. Using its haunting revelations does not break the scarecrows disguise.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 13 (3d8) radiant damage. The creature must succeed on a DC 14 Constitution saving throw or is poisoned until the end of the scarecrow's next turn. A poisoned creature sheds dim light in a 10-foot radius and can't benefit from being invisible.

Haunting Revelation (Recharge 5-6). The scarecrow penetrates the mind of a creature within 30 feet, filling it with eldritch knowledge beyond its comprehension for one minute. At the start of each of the creature's turns, it must make a DC 15 Wisdom saving throw. On a failed save the creature is incapacitated and takes 36 (8d8) psychic damage. On a successful save, the creature takes no damage and the effect ends.

Plow Horse (Champion)

Large aberration (husk), chaotic evil

Armor Class 14 (natural armor)
Hit Points 116 (11d10 + 55)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +9
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages -
Challenge 6 (2,300 XP)

Crystaline Growth. After the plow horse dies, a crystaline aberration grows out of its body the following round on the plow horses initiative. Any damage dealt to the plow horse's body destroys it completely, causing no crystaline aberration to spawn.

Actions

Multiattack. The plow horse makes two hooves attacks. When both attacks hit the same target, it must succeed on a DC 17 Strength saving throw or is knocked prone.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Dust Cloud. The plow horse kicks up a 10 ft. sphere cloud of dust centered on itself, provided the plow horse currently stands on dirt or sand. The dust cloud is dense enough to provide 3/4 cover to any creature standing inside or behind it, unless the attacker is within 5 ft. of the creature. The dust cloud remains until the end of the plow horse's next turn.

Trample (Recharge 5-6). The plow horse charges 20 to 50 feet in a straight line, passing through spaces of any creature of medium size or smaller. This movement does not provoke attack of opportunities. Any creature the plow horse moves through must make a DC 17 Dexterity saving throw. On a failure the creature takes 28 (8d6) bludgeoning damage and be knocked prone. On a successful save the creature only takes half damage and be not knocked prone.

Sleeper's Herald (Champion)

Small aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 0 ft., flying 30 ft. (hovering)

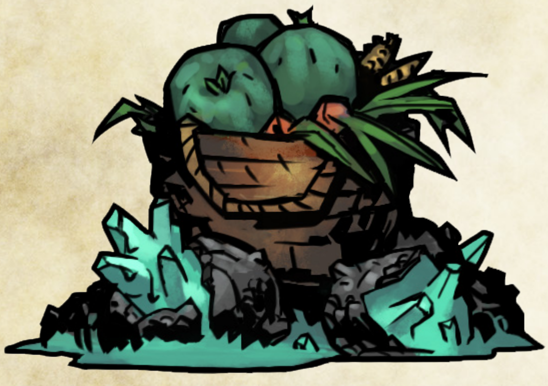
STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	18 (+4)	2 (-4)

Damage Resistances psychic, radiant
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14
Languages -
Challenge 2 (450 XP)

Reverb. The first time in a turn when a creature attacks and deals damage to the herald, the creature must succeed a DC 14 Constitution saving throw or takes 10 (3d6) thunder damage.

Actions

Reality Bend. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. range 60 ft., one creature. *Hit:* 7 (3d4) psychic damage and the creature has disadvantage on all attack rolls until the end of its next turn.



The Thing From The Stars (Champion)

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 210 (21d10 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	20 (+5)	3 (-4)	15 (+2)	6 (-2)

Savings Throws Str +12, Dex +7, Int +1, Wis +7
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 12
Languages -
Challenge 15 (13,000 XP)

Magic Weapons. The thing's weapon attacks are magical.

Legendary Resistance (3/Day). If the thing fails a saving throw, it can choose to succeed instead.

Actions

Multiattacks. The thing uses shard and makes three attacks: one bite attack and two vorpal strikes.

Phase Gnaw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (4d4 + 7) piercing damage. The damage of this attack cannot be resisted or reduced.

Vorpal Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage. This attack scores a critical hit if the thing rolls a 19 or higher on the attack roll.

Shard. *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one target. *Hit*: The creature must succeed on a DC 18 Constitution saving throw or is affected by one of the following effects, randomly determined by a 1d6 roll:

1-2: The creature is stunned until the end of the thing's next turn.
3-4: The creature is blinded until the end of the thing's next turn.
5-6: The creature has disadvantage on dexterity saving throws and it's movement speed is reduced to 0 until the end of the thing's next turn.

Legendary Actions

The thing from the stars can take 3 legendary actions, choosing from the options below. The thing from the stars regains the spent legendary action at the start of its turn.

Move. The thing moves up to its speed.
Return To The Stars (1/round). The thing summons one Crystaline Aberration within 5 feet of itself and looses 5 hit points. If it is under any effects that causes it to repeat a saving throw at the end of its turn, it repeats said saving throw.
Attack (2 Actions). The thing makes a weapon attack.

The Miller (Champion)

Large aberration (husk), chaotic evil

Armor Class 17 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +12, Con +10, Int 4, Wis +6
Skills Athletics +12, Perception +6
Damage Resistances psychic, radiant
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 16
Languages Understands common, but doesn't speak
Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the Miller fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Miller's weapons are magical.

Time Loop. Every day at dawn the Miller is returned to the farmstead and is fully restored, ending all lasting effects suffered from the previous day, even if he was destroyed. He does not retain memories from the previous day.

Actions

Multiattack. The Miller uses winter's breath and makes two giant scythe attacks.

Giant Scythe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

The Reaping (Recharge 4-6). The Miller moves up to its speed and makes a Giant Scythe attack against up to 4 creatures it passes. This movement does not provoke opportunity attacks.

Winter's Breath. The Miller chooses one of the following:

- The Miller transforms a farmhand within 20 ft. of itself into a frozen farmhand.
- A creature within 20 ft. of the Miller must succeed on a DC 18 Constitution saving throw. On a failed save the creature becomes restrained for one minute. The restrained creature repeats the saving throw at the end of its turn, ending the effect on a success. A creature resistance to cold damage has advantage on the saving throw and a creature immune to cold damage automatically succeeds the saving throw.

Legendary Actions

The Miller can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Miller regains spent legendary actions at the start of his turn.

Detect. The Miller makes a Wisdom (Perception) check.
Move. The Miller moves up to half of his speed without provoking opportunity attacks.
The Master Becons (1/round). The Miller summons a random husk within 20 ft. of himself determined by a 1d6 roll.
1-2. Scarecrow (Champion)
3-4. Farmhand (Champion)
5-6. Sleeper's Herald (Champion)
Reap (2 Actions). The Miller attacks with his giant scythe.

THE COLLECTOR

The Collector is an enigmatic figure that wanders the surroundings of the estate. Not much is known about the Collector, except superficial descriptions of its most significant feature: a grand yellow cloak and a cage that it bears like a mockery of a crown.

Unbeknownst to the common folk, this creature follows a grim purpose: to collect the souls of the fallen, that died to the mind twisting horrors of the region. Each of them is added to its ever growing collection that is bound to it until the end of time.

Those foolish enough to stand against the collector and live to tell the tale report this creature's willingness to show and share its grim assortment of souls that it keeps as an ever growing amalgamation of disfigured heads hidden underneath its regal coat. A sight that has left them all shaken, if not driven utterly mad. Worst of all, the Collector will not hesitate to present most prized pieces of its collection by summoning forth the souls it has gathered.

But even if one were to fall this wicked being, it would eventually return. Continuing its dastardly occupation until the end of time. For its collection will never be complete.

THE COLLECTOR

Medium aberration, neutral evil

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	16 (+3)	15 (+2)	17 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft. passive Perception 13
Languages Understands all languages but can't speak
Challenge 5 (1,800 XP)

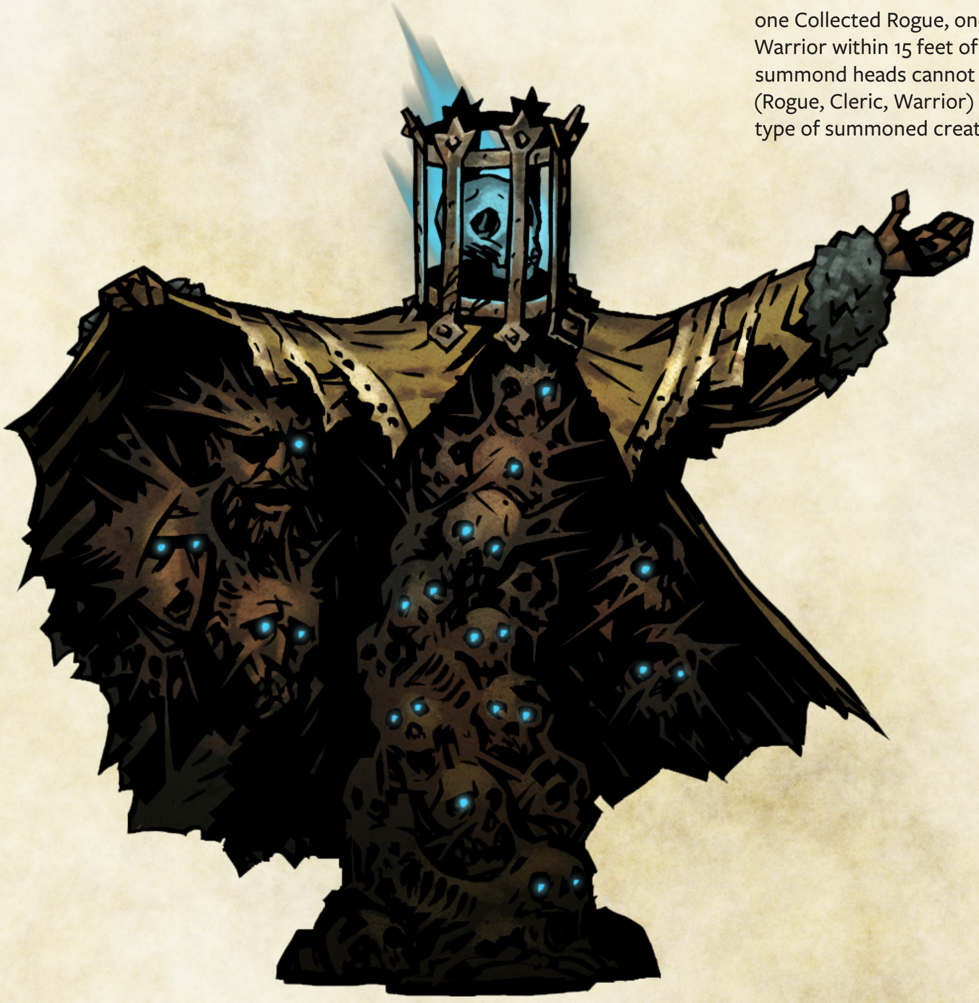
Levitate. The Collector never makes direct contact with the ground unless knocked prone. Instead it floats never higher than 5 feet above ground.

ACTIONS

Life Steal. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The Collector regenerates hit points equal to half the amount of necrotic damage dealt.

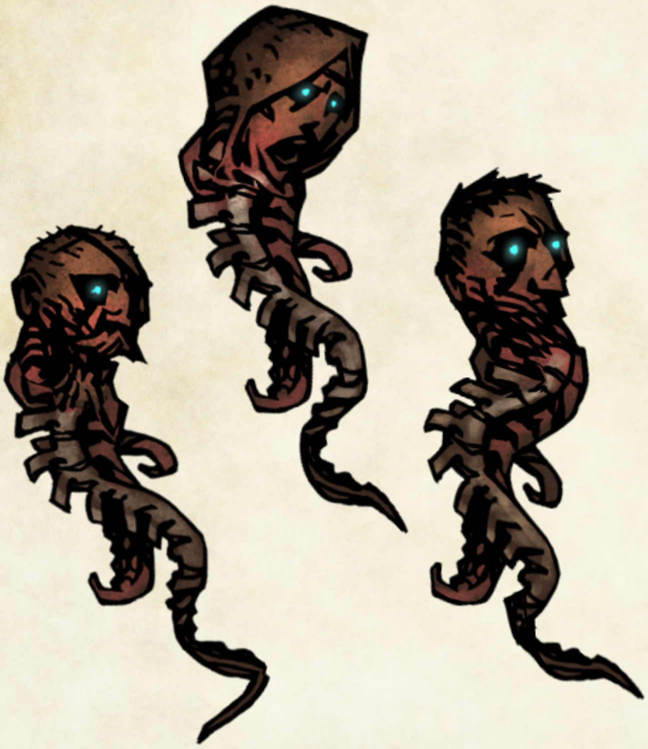
Show Collection. The Collector reveals its true form from underneath its cloak. Each creature of the Collector's choice that can see it in a 15-foot cone must make a DC 14 Wisdom saving throw. On a failed save a creature takes 7 (2d6) psychic damage and is frightened until the end of the Collector's next turn. On a successful save the creature takes half as much damage and is not frightened.

Collect Call. The Collector summons the severed heads it has collected and reanimates them. The Collector summons one Collected Rogue, one Collected Cleric, and one Collected Warrior within 15 feet of itself. The Collector commands the summond heads cannot have more than one of each type (Rogue, Cleric, Warrior) under their control for as long as that type of summoned creature is alive.



Created by DM Tuz

Artwork by Red Hook Studios



Collected Rogue

Medium aberration, neutral evil

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	4 (-3)	10 (0)	6 (-2)

Skills Stealth +4
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the collected rogue can use a bonus action to dash, disengage, or hide.

Sneak Attack (1/Turn). The collected rogue deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the collected rogue that isn't incapacitated and the collected rogue doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Collected Cleric

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	9 (-1)	13 (+1)	4 (-3)	15 (+2)	6 (-2)

Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 12
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Disjointed Spellcasting. Once the collected cleric has cast a spell, it cannot cast it again until it cast a different spell.

Innate Spellcasting. The collected cleric's spellcasting ability is Wisdom (spell save DC 12). The collected cleric can innately cast the following spells, requiring no material components:

At will: *Bless, Cure Wounds, Sanctuary*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Collected Warrior

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Athletics +4
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Actions

Morning Star. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

Cover. The collected warrior protects a creature within 5 feet of itself. Any attacks made against the protected creature are made with disadvantage for as long as the collected warrior remains within 5 feet of that creature until the beginning of the collected warriors next turn.

Veteran Collector

The Collector (Veteran)

Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	18 (+4)	16 (+3)	19 (+4)	14 (+2)

Saving Throws Con +8, Wis +8, Cha +6
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft. passive Perception 13
Languages Understands all languages but can't speak
Challenge 10 (5,900 XP)

Legendary Resistance (2/Day). If the Collector fails a saving throw, it can choose to succeed instead.

Levitate. The Collector never makes direct contact with the ground unless knocked prone. Instead it floats never higher than 5 feet above ground.

Actions

Life Steal. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) necrotic damage. The Collector regenerates hit points equal to half the amount of necrotic damage dealt.

Show Collection. The Collector reveals its true form from underneath its cloak. Each creature of the Collector's choice that can see it in a 20-foot cone must make a DC 16 Wisdom saving throw. On a failed save a creature takes 18 (4d8) psychic damage and is frightened until the end of the Collector's next turn. On a successful save the creature takes half as much damage and is not frightened.

Collect Call. The Collector summons the severed heads it has collected and reanimates them. The Collector summons one Collected Rogue, one Collected Cleric, and one Collected Warrior within 15 feet of itself. The Collector commands the summond heads cannot have more than one of each type (Rogue, Cleric, Warrior) under their control for as long as that type of summoned creature is alive.

Legendary Actions

The Collector can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Collector regains spent legendary actions at the start of its turn.

Move. The Collector or two of its summoned heads move up to half of their movement speed.
Direct Head. A summoned head within 60 ft. of the Collector moves up to half of its speed and makes an attack.
Life Steal (2 Actions). The Collector makes a life steal attack.

Collected Cleric (Veteran)

Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	4 (-3)	17 (+3)	6 (-2)

Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 13
Languages Understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Disjointed Spellcasting. Once the collected cleric has cast a spell, it cannot cast it again until it cast a different spell.

Innate Spellcasting. The collected cleric's spellcasting ability is Wisdom (spell save DC 13). The collected cleric can innately cast the following spells, requiring no material components:

At will: *Bless, Cure Wounds (3rd level), Guiding Bolt, Sanctuary*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Collected Rogue (Veteran)

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	13 (+1)	4 (-3)	10 (0)	6 (-2)

Skills Stealth +5
Condition Immunities exhaustion
Senses darkvision 120 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the collected rogue can use a bonus action to dash, disengage, or hide.

Sneak Attack (1/Turn). The collected rogue deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the collected rogue that isn't incapacitated and the collected rogue doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Collected Warrior (Veteran)

Medium aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

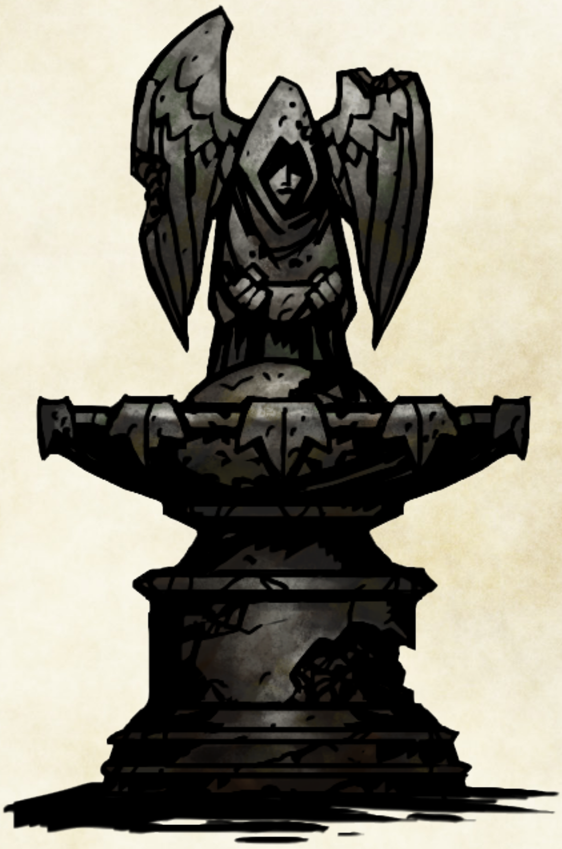
STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Athletics +5
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Actions

Morning Star. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or be stunned until the beginning of the collected warrior's next turn.

Cover. The collected warrior protects a creature within 5 feet of itself. Any attacks made against the protected creature are made with disadvantage for as long as the collected warrior remains within 5 feet of that creature until the beginning of the collected warriors next turn.



Champion Collector

The Collector (Champion)

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	20 (+5)	17 (+3)	21 (+5)	15 (+2)

Saving Throws Con +9, Wis +10, Cha +7
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft. passive Perception 13
Languages Understands all languages but can't speak
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the Collector fails a saving throw, it can choose to succeed instead.

Levitate. The Collector never makes direct contact with the ground unless knocked prone. Instead it floats never higher than 5 feet above ground.

Actions

Life Steal. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) necrotic damage. The Collector regenerates hit points equal to half the amount of necrotic damage dealt.

Show Collection. The Collector reveals its true form from underneath its cloak. Each creature of the Collector's choice that can see it in a 20-foot cone must make a DC 18 Wisdom saving throw. On a failed save a creature takes 27 (6d8) psychic damage and is frightened until the end of the Collector's next turn. On a successful save the creature takes half as much damage and is not frightened.

Collect Call. The Collector summons the severed heads it has collected and reanimates them. The Collector summons one Collected Rogue, one Collected Cleric, and one Collected Warrior within 15 feet of itself. The Collector commands the summond heads cannot have more than one of each type (Rogue, Cleric, Warrior) under their control for as long as that type of summoned creature is alive.

Legendary Actions

The Collector can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Collector regains spent legendary actions at the start of its turn.

Move. The Collector or two of its summoned heads move up to half of their movement speed.
Direct Head. A summoned head within 60 ft. of the Collector moves up to half of its speed and makes an attack.
Life Steal (2 Actions). The Collector makes a life steal attack.
Collect Call (3 Actions). The Collector uses its Collect Call action.

Collected Cleric (Champion)

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	4 (-3)	18 (+4)	6 (-2)

Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 14
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Disjointed Spellcasting. Once the collected cleric has cast a spell, it cannot cast it again until it cast a different spell.

Innate Spellcasting. The collected cleric's spellcasting ability is Wisdom (spell save DC 13). The collected cleric can innately cast the following spells, requiring no material components:

At will: *Bless, Cure Wounds (5th level), Guiding Bolt (3rd level), Sanctuary*

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Collected Warrior (Champion)

Medium aberration, neutral evil

Armor Class 19 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	17 (+3)	4 (-3)	12 (+1)	6 (-2)

Skills Athletics +6
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 11
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Actions

Morning Star. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) piercing damage. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the collected warrior's next turn.

Cover. The collected warrior protects a creature within 5 feet of itself. Any attacks made against the protected creature are made with disadvantage for as long as the collected warrior remains within 5 feet of that creature until the beginning of the collected warriors next turn.

Reactions

Guard. The collected warrior becomes the new target of an attack against a creature under the effect of its cover. To do this the collected warrior must see the attacker.

Collected Rogue (Champion)

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	13 (+1)	4 (-3)	10 (0)	6 (-2)

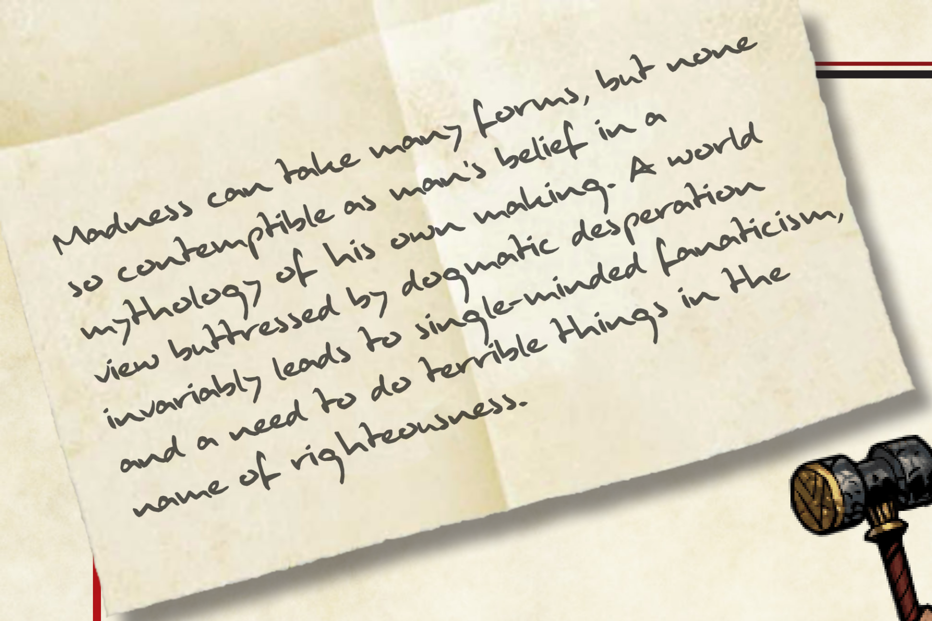
Skills Stealth +6
Condition Immunities exhaustion
Senses darkvision 120 ft. passive Perception 10
Languages Understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Cunning Action. On each of its turns, the collected rogue can use a bonus action to dash, disengage, or hide.

Sneak Attack (1/Turn). The collected rogue deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the collected rogue that isn't incapacitated and the collected rogue doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) piercing damage.



Madness can take many forms, but none
so contemptible as man's belief in a
mythology of his own making. A world
view buttressed by dogmatic desperation
invariably leads to single-minded fanaticism,
and a need to do terrible things in the
name of righteousness.

The Fanatic

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)
Hit Points 78 (12d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	14 (+2)	10 (0)	16 (+3)	10 (0)

Saving Throws Wis +6, Cha +3
Skills Insight +6, Perception +6, Religion +3
Senses passive Perception 16
Languages Common, Celestial, Infernal
Challenge 5 (1,800 XP)

Spellcasting. The fanatic's spellcasting ability is Wisdom (spell save DC 14). The fanatic can innately cast the following spells, requiring no material components as long as he uses his holy symbol:

At will: *Detect Evil and Good, Protection from Evil and Good*
1/day each: *Bane, Hold Person, Shield of Faith, Zone of Truth*

Actions

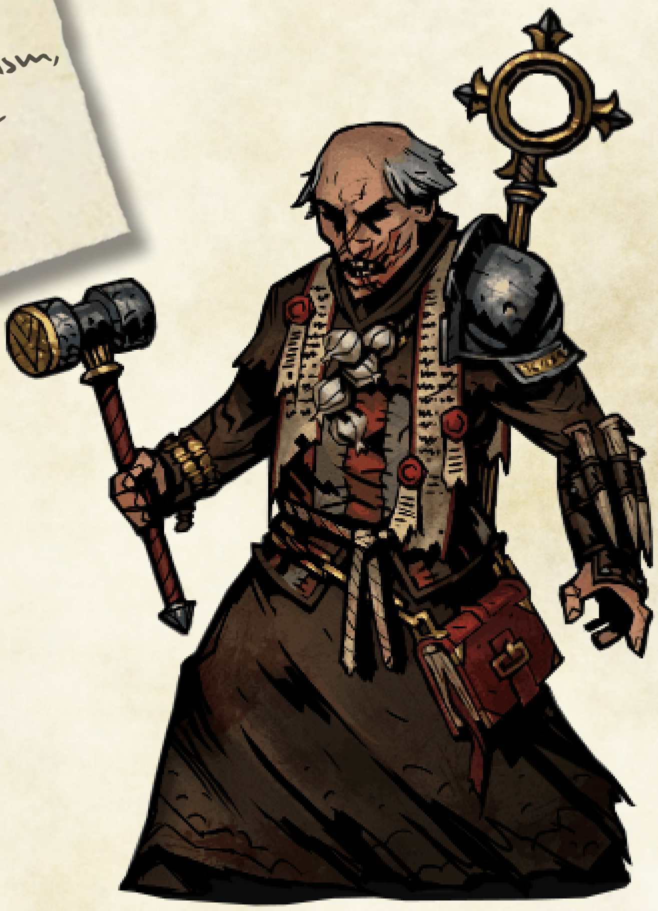
Multiattack. The fanatic uses Holy Mark and makes two attacks: One with his hammer and one with his stake.

Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 +3) bludgeoning damage.

Stake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6(1d6 +3) piercing damage. If the target is under the effect of Holy Mark or is undead, this attack deals an additional 10 (3d6) radiant damage.

Holy Mark. The fanatic tries to brand a creature within 5 feet of himself with a holy mark. A creature must succeed on a DC 13 Dexterity saving throw or takes 4 (1d8) fire damage and is under the effect of Holy Mark for one minute or until the Fanatic uses this action again. The Fanatic has advantage on all attack rolls against the marked creature and is aware of its position if it is within 1000 feet of him.

***Fury Of The Righteous* (*Recharge 5-6*).** The fanatic unleashes a nova of radiant fury within a radius of 20 feet of himself. Each creature within range must make a DC 14 Constitution saving throw. On a failed save a creature takes 18 (4d8) radiant damage. On a successful save a creature takes half as much damage. Creatures that are 15 ft. or further away from the fanatic take half as much damage from this attack.



Fanatic

A towering and domineering force of seething, zealous rage, and terrible intent, the Fanatic is a monk who has gone rogue from the Church to hunt down and purge the lands from anyone and anything affected by the Crimson Curse. His heavily scarred face reveals a storied past of brutal and consequential encounters with the mutated inhabitants of the Courtyard, from which he has spilled unimaginable amounts of heathen blood. At his disposal are several iconic weapons and tools for slaying vampires: stakes, garlic, crosses, and prayers. However, his most dangerous weapons are his unwavering conviction in the righteousness of his cause and the zealous fervor with which he pursues it, even if it means putting himself directly in harm‘s way. At times, the line between fervor and the wish for self-destruction can become precariously blurred.

Where is the Pyre?

Truth be told: I found no good way to make this work. I am always trying to find a balance between the mechanics of Darkest Dungeon and translating them to the rules of D&D but the mechanic of suddenly materializing a stake and pyre in an single action seemed not right to me.
Instead I will simply advise you as the DM to use the pyres in another way. Maybe set up a scenario where the players will have to free an innocent victim from the Fanatic who is convinced that they have been infected by the curse. Have the combat start with an important character already burning at the stake to give the players another element except for the fight with the Fanatic himself to worry about.

- Tuz

Veteran Fanatic

The Fanatic (Veteran)

Medium humanoid (human), lawful neutral

Armor Class 17 (splint)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	16 (+3)	10 (0)	18 (+4)	10 (0)

Saving Throws Con +7, Wis +8, Cha +4
Skills Insight +8, Perception +8, Religion +4
Senses passive Perception 18
Languages Common, Celestial, Infernal
Challenge 9 (5,000 XP)

Legendary Resistance (2/Day). If the fanatic fails a saving throw, he can choose to succeed instead.

Spellcasting. The fanatic's spellcasting ability is Wisdom (spell save DC 16). The fanatic can innately cast the following spells, requiring no material components as long as he uses his holy symbol:

At will: *Detect Evil and Good, Protection from Evil and Good*
1/day each: *Bane(4th level), Hold Person (4th level), Shield of Faith, Zone of Truth*

Actions

Multiattack. The fanatic uses Holy Mark and makes two attacks: One with his hammer and one with his stake.

Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 +4) bludgeoning damage.

Stake. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7(1d6 +4) piercing damage. If the target is under the effect of Holy Mark or is undead, this attack deals an additional 14 (4d6) radiant damage.

Holy Mark. The fanatic tries to brand a creature within 5 feet of himself with a holy mark. A creature must succeed on a DC 13 Dexterity saving throw or takes 4 (1d8) fire damage and is under the effect of Holy Mark for one minute or until the Fanatic uses this action again. The Fanatic has advantage on all attack rolls against the marked creature and is aware of its position if it is within 1000 feet of him.

Fury Of The Righteous (Recharge 5-6). The fanatic unleashes a nova of radiant fury within a radius of 20 feet of himself. Each creature within range must make a DC 16 Constitution saving throw. On a failed save a creature takes 36 (8d8) radiant damage. On a successful save a creature takes half as much damage. Creatures that are 15 ft. or further away from the fanatic take half as much damage from this attack.

Legendary Actions

The fanatic can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The fanatic regains spent legendary actions at the start of its turn.

Detect. The fanatic makes a Wisdom (Perception) check.
Move. The fanatic moves up to half of his speed.
Hammer. The fanatic attacks with his hammer.
Stake (2 Actions). The fanatic attacks with his stake.

Champion Fanatic

The Fanatic (Champion)

Medium humanoid (human), lawful neutral

Armor Class 18 (fullplate)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	18 (+4)	10 (0)	20 (+5)	10 (0)

Saving Throws Con +9, Wis +10, Cha +5
Skills Insight +10, Perception +10, Religion +5
Senses passive Perception 20
Languages Common, Celestial, Infernal
Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the fanatic fails a saving throw, he can choose to succeed instead.

Spellcasting. The fanatic's spellcasting ability is Wisdom (spell save DC 18). The fanatic can innately cast the following spells, requiring no material components as long as he uses his holy symbol:

At will: *Detect Evil and Good, Protection from Evil and Good*
1/day each: *Bane(6th level), Hold Person (6th level), Shield of Faith, Zone of Truth*

Actions

Multiattack. The fanatic uses Holy Mark and makes two attacks: One with his hammer and one with his stake.

Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 +4) bludgeoning damage.

Stake. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7(1d6 +4) piercing damage. If the target is under the effect of Holy Mark or is undead, this attack deals an additional 14 (4d6) radiant damage.

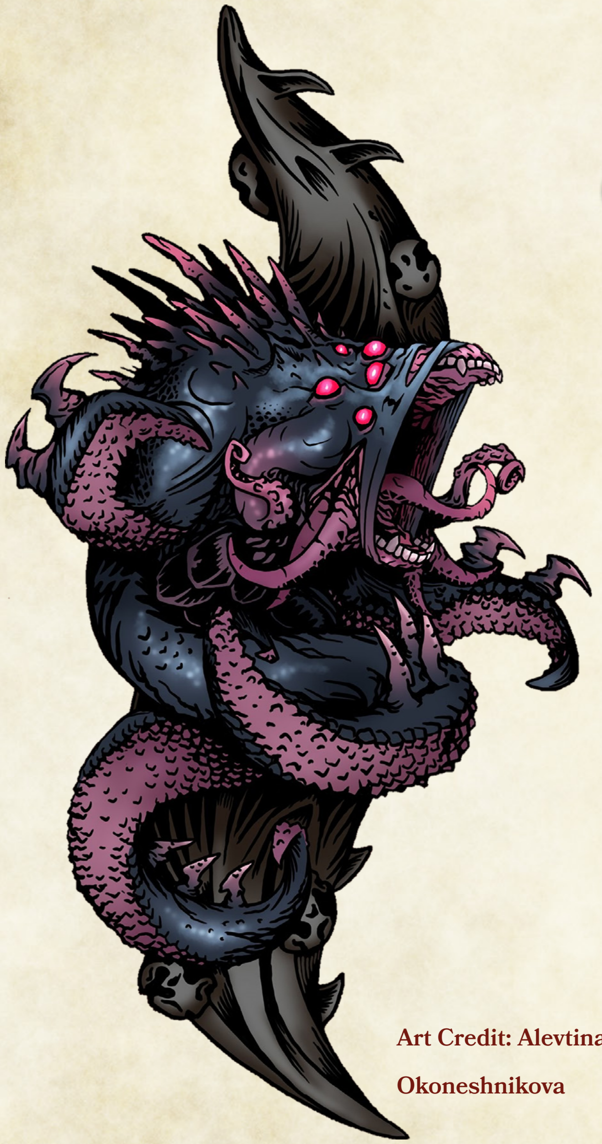
Holy Mark. The fanatic tries to brand a creature within 5 feet of himself with a holy mark. A creature must succeed on a DC 13 Dexterity saving throw or takes 4 (1d8) fire damage and is under the effect of Holy Mark for one minute or until the Fanatic uses this action again. The Fanatic has advantage on all attack rolls against the marked creature and is aware of its position if it is within 1000 feet of him.

Fury Of The Righteous (Recharge 5-6). The fanatic unleashes a nova of radiant fury within a radius of 20 feet of himself. Each creature within range must make a DC 18 Constitution saving throw. On a failed save a creature takes 45 (10d8) radiant damage. On a successful save a creature takes half as much damage. Creatures that are 15 ft. or further away from the fanatic take half as much damage from this attack.

Legendary Actions

The fanatic can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The fanatic regains spent legendary actions at the start of its turn.

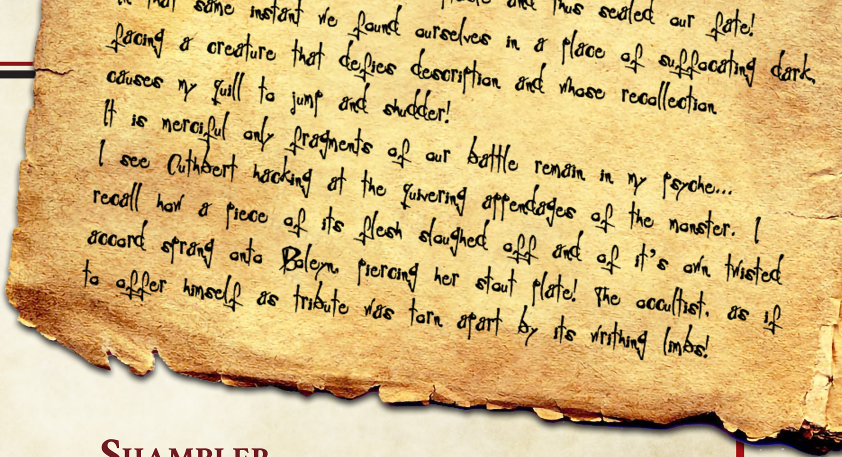
Detect. The fanatic makes a Wisdom (Perception) check.
Move. The fanatic moves up to half of his speed.
Hammer. The fanatic attacks with his hammer.
Stake (2 Actions). The fanatic attacks with his stake.
Fury of the Righteous (3 Actions). The fanatic uses Fury of the Rightous if available.



Art Credit: Alevtina Okoneshnikova

SHAMBLER

All humans have a primordial fear of the dark. A deep-seated fear that is not baseless in its nature. As we are aware on a subconscious level that in the deepest dark the Shambler lurks.
The Shambler is a primeval nightmare summoned from the darkest recesses of the unknown. It is a star-spawned horror of infinite malignity born from the Void between Worlds that was never meant to be seen by mortal men.
The Shambler is a horrific predator of the dark. It is equipped with writhing tentacles that are able to flay a man alive in seconds. Furthermore it is able to spawn vile tendrils at will, to cut off ways of retreat eradicating any illusion of escape from this horror.
The Shambler is a truly nightmarish beast that lurks in the shadows, waiting until all forms of light are extinguished so that it is able to enter our world to hunt its prey and feed its spawn.



and thus sealed our fate!
that same instant we found ourselves in a place of suffocating dark,
facing a creature that defies description and whose recollection
causes my quill to jump and shudder!
It is merciful only fragments of our battle remain in my psyche...
I see Cuthbert hacking at the quivering appendages of the monster. I
recall how a piece of its flesh sloughed off and of it's own twisted
accord sprang onto Boleyn, piercing her stout plate! The occultist, as if
to offer himself as tribute was torn apart by its writhing limbs!

SHAMBLER

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	6 (-2)	14 (+2)	11 (0)

Saving Throws Con +5, Wis +5
Skills Perception +5
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 15
Languages -
Challenge 6 (2,300 XP)

Approaching Darkness. When the shamber rolls for initiative, it can use a reaction to snuff out any form of nonmagical light within 120 ft. of itself.

Dark Sight. The shambler can see normally in magical and nonmagical darkness, to a distance of 120 feet.

ACTIONS

Multiattack. The shambler makes three tendril attacks.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 +4) bludgeoning damage.

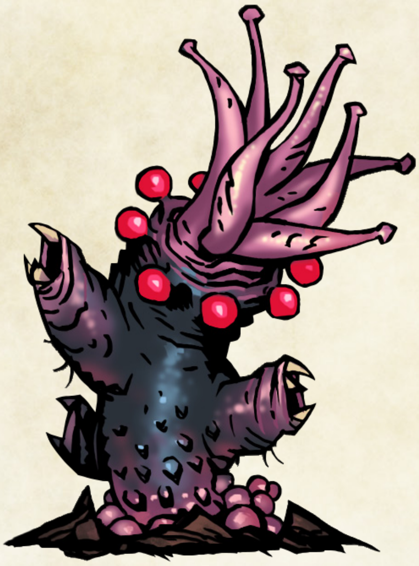
Stentorious Lament. The shambler unleashes a maddening screech. Each creature within 30 feet that can hear the shambler must make a DC 14 Wisdom saving throw. On a failed save a creature takes 9 (2d8) psychic damage and moves up to half their movement speed in a random direction. On a successful save the creature only takes half as much damage and does not move.

Undulating Withdrawal. The shambler expells foul vapors and retreats. Each creature within 20 feet of the shambler must make a DC 14 Constitution saving throw. On a failed save the creature takes 9 (2d8) poison damage and cannot take reactions until the beginning of its next turn. On a successful save the creature takes only half as much damage and still can take reactions.

LEGENDARY ACTIONS

The shambler can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shambler regains spent legendary actions at the start of its turn.

Move. The shambler moves up to half of its speed.
Tendrils. The shambler makes an attack with its tendrils.
Spawn Tentacles. The shambler spawns one shambler tentacle in an unoccupied space within 30 feet of itself. The shambler can have a maximum of three tentacles summoned at a time.



SHAMBLER TENTACLE

Small aberration, chaotic evil

Armor Class 12
Hit Points 10 (4d6 - 4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	8 (-1)	2 (-4)	13 (+1)	4 (-3)

Damage Immunities poison, thunder
Condition Immunities charmed, frightened, unconscious
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Deaf. The tentacle is unable to hear and cannot make any Wisdom (Perception) checks based on hearing.

Immobile. The shambler cannot be pushed or pulled by any means. Additionaly it has disadvantage on all Dexterity saving throws.

Shambler Spawn. When the tentacle starts its turn and is further than 120 feet away from the shambler that spawned it, it dies.

ACTIONS

Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage.

REACTIONS

Wild Lashing. When a hostile creature enters the melee range of the tentacle, it can make a lash attack against the triggering creature. To do so, the tentacle must see the creature.

"The Space between worlds is no place for mortal men."

Veteran Shambler

Grotesque Shambler

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	6 (-2)	15 (+2)	12 (+1)

Saving Throws Dex +8, Con +9, Wis +7
Skills Perception +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 17
Languages -
Challenge 13 (10,000 XP)

Approaching Darkness. When the shamber rolls for initiative, it can use a reaction to snuff out any form of nonmagical light within 120 ft. of itself.

Dark Sight. The shambler can see normally in magical and nonmagical darkness, to a distance of 120 feet.

Legendary Resistance (2/Day). If the shambler fails a saving throw, he can choose to succeed instead.

Magic Weapons. The shambler's attacks are magical.

Spellcasting. The fanatic's spellcasting ability is Charisma (spell save DC 13). The fanatic can innately cast the following spells, requiring no material components:

1/day each: *Darkness*

Actions

Multiattack. The shambler makes four attacks: three with its tendrils and one with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 +5) piercing damage.

Tendrils. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 +5) bludgeoning damage.

Stentorious Lament. The shambler unleashes a maddening screech. Each creature within 30 feet that can hear the shambler must make a DC 17 Wisdom saving throw. On a failed save a creature takes 18 (4d8) psychic damage and moves up to half their movement speed in a random direction. On a successful save the creature only takes half as much damage and does not move.

Undulating Withdrawal. The shambler expells foul vapors and retreats. Each creature within 20 feet of the shambler must make a DC 17 Constitution saving throw. On a failed save the creature takes 18 (4d8) poison damage and cannot take reactions until the beginning of its next turn. On a successful save the creature takes only half as much damage and still can take reactions.

Legendary Actions

The shambler can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shambler regains spent legendary actions at the start of its turn.

Move. The shambler moves up to half of its speed.
Tendrils. The shambler makes an attack with its tendrils.
Spawn Tentacles. The shambler spawns two grotesque tentacles in unoccupied spaces within 40 feet of itself. The shambler can have a maximum of four tentacles summoned at a time.

Grotesque Tentacle

Small aberration, chaotic evil

Armor Class 13
Hit Points 20 (8d6 - 8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	8 (-1)	2 (-4)	13 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, thunder
Condition Immunities charmed, frightened, unconscious
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 1 (200 XP)

Deaf. The tentacle is unable to hear and cannot make any Wisdom (Perception) checks based on hearing.

Immobile. The shambler cannot be pushed or pulled by any means. Additionaly it has disadvantage on all Dexterity saving throws.

Shambler Spawn. When the tentacle starts its turn and is further than 120 feet away from the shambler that spawned it, it dies.

Actions

Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage.

Reactions

Wild Lashing. When a hostile creature enters the melee range of the tentacle, it can make a lash attack against the triggering creature. To do so, the tentacle must see the creature.

Champion Shambler

Abhorrent Shambler

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 273 (26d10 + 130)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	20 (+5)	6 (-2)	16 (+3)	13 (+1)

Saving Throws Dex +9, Con +11, Wis +9
Skills Perception +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 19
Languages -
Challenge 18 (20,000 XP)

Approaching Darkness. When the shamber rolls for initiative, it can use a reaction to snuff out any form of nonmagical light within 120 ft. of itself and cast *Darkness*.

Dark Sight. The shambler can see normally in magical and nonmagical darkness, to a distance of 120 feet.

Legendary Resistance (3/Day). If the shambler fails a saving throw, he can choose to succeed instead.

Magic Weapons. The shambler's attacks are magical.

Spellcasting. The shambler's spellcasting ability is Charisma (spell save DC 15). The shambler can innately cast the following spells, requiring no material components:

At will: *Darkness*

Actions

Multiattack. The shambler makes four attacks: three with its tendrils and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 +8) piercing damage.

Tendrils. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 +8) bludgeoning damage.

Stentorious Lament. The shambler unleashes a maddening screech. Each creature within 30 feet that can hear the shambler must make a DC 19 Wisdom saving throw. On a failed save a creature takes 27 (6d8) psychic damage and moves up to half their movement speed in a random direction. On a successful save the creature only takes half as much damage and does not move.

Undulating Withdrawal. The shambler expells foul vapors and retreats. Each creature within 20 feet of the shambler must make a DC 19 Constitution saving throw. On a failed save the creature takes 27 (6d8) poison damage and cannot take reactions until the beginning of its next turn. On a successful save the creature takes only half as much damage and still can take reactions.

Legendary Actions

The shambler can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shambler regains spent legendary actions at the start of its turn.

Move. The shambler moves up to half of its speed.
Tendrils. The shambler makes an attack with its tendrils.
Spawn Tentacles. The shambler spawns two abhorrent tentacles in unoccupied spaces within 40 feet of itself. The shambler can have a maximum of four tentacles summoned at a time.
Darkness (2 Actions). The shambler casts *Darkness*.

Abhorrent Tentacle

Small aberration, chaotic evil

Armor Class 13
Hit Points 20 (8d6 - 8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	8 (-1)	2 (-4)	13 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Immunities poison, thunder
Condition Immunities charmed, frightened, unconscious
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 11
Languages -
Challenge 2 (450 XP)

Deaf. The tentacle is unable to hear and cannot make any Wisdom (Perception) checks based on hearing.

Immobile. The shambler cannot be pushed or pulled by any means. Additionaly it has disadvantage on all Dexterity saving throws.

Lashing Rage. If the tentacle hit a creature with a lash attack since the beginning of its last turn, it has advantage on attack rolls.

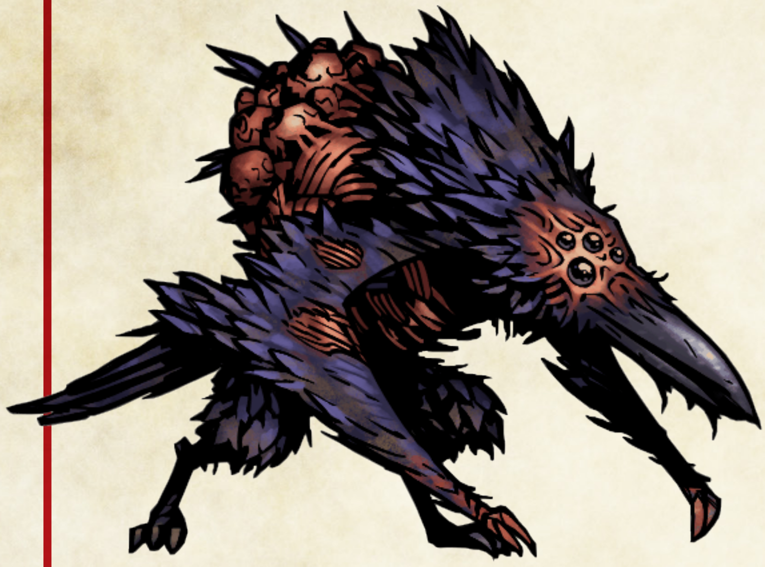
Shambler Spawn. When the tentacle starts its turn and is further than 120 feet away from the shambler that spawned it, it dies.

Actions

Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage.

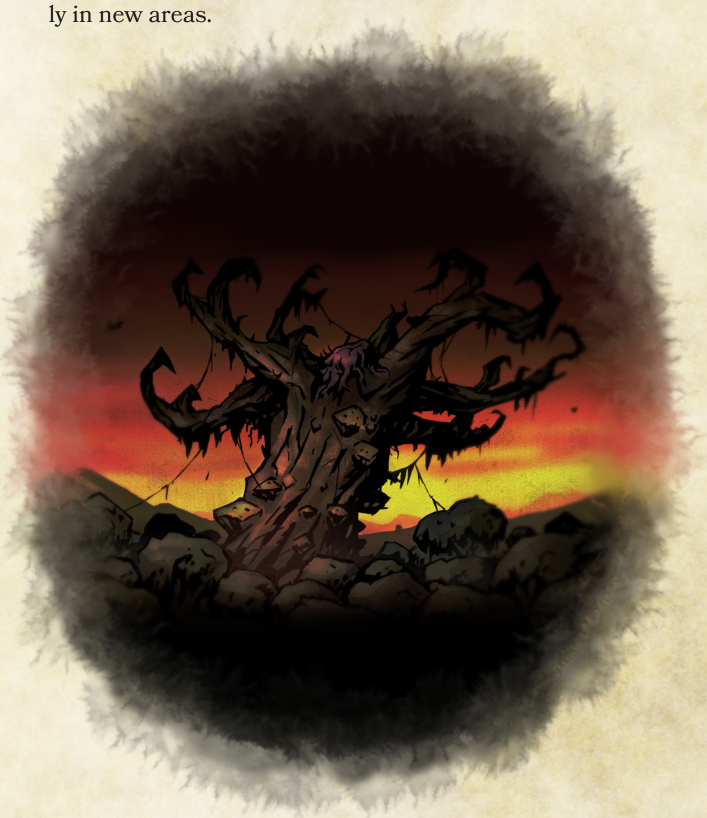
Reactions

Wild Lashing. When a hostile creature enters the melee range of the tentacle, it can make a lash attack against the triggering creature. To do so, the tentacle must see the creature.



SHRIEKER

While the iconography of the corvid served as symbol for many houses that inhabited the lands around the Estate, the Shrieker is a grotesque mockery of the once proud avian.
Somewhere along the time the corruption of the land took hold, a few crows which did not succumb to its mutation evolved into twisted, winged abominations. As they are few in numbers, the Shriekers have carved up wide swathes of land as their territory. They patrol their domain regularly, scavengers that they are, for easy carrion and more importantly: shining trinkets.
Once a valuable has been secured, the Shrieker will jealously hoard it away in its nest. But even though it assumed a monstrous form, it still retained its crow cunning. A Shrieker knows a fight is lost, it is not above to leave its old nest and territory. This behavior causes Shriekers to migrate quite often and appear unexpectedly in new areas.



CALLOUS SHRIEKER

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	3 (-4)	14 (+2)	6 (-2)

Saving Throws Dex +7, Wis +5
Skillss Sleight of Hand +7, Stealth +7
Senses darkvision 120 ft., passive Perception 12
Languages Understands Common and Deep Speech, but doesn't speak
Challenge 5 (1,800 XP)

Keen Eyes. The shrieker has advantage on Wisdom (Perception) checks that rely on sight.

Mobile. The shrieker attacks a creature with an attack, it won't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Thieving. One per turn when the shrieker hits a creature with a peck attack, it can choose to not deal damage and attempt to steal an item out of the creature's inventory (Dungeon Master's choice) instead. The shrieker makes a Dexterity (Sleight of Hand) check opposed to the attacked creature's Wisdom (Perception) check. On a success the shrieker steals the item and carries it in its beak.

ACTIONS

Multiattack. The shrieker makes two peck attacks.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 +4) piercing damage.

Caw. The shrieker caws at a creature that can hear it within 60 ft. of itself. The creature must succeed a DC 14 Wisdom saving throw or has disadvantage on all attack rolls against the Shrieker until the end of the shrieker's next turn. A creature that is immune to fear automatically succeeds the saving throw. If a creature's saving throw is successful, the creature is immune to the shrieker's Caw for the next 24 hours.

Regurgitate. The shrieker regurgitate partially digested food in a 15 ft. cone. Each creature in the area must make a DC 14 Constitution saving throw or is poisoned until the end of the shrieker's next turn.

Call The Murder (Recharge 5-6). The shrieker summons a swarm of spectral crows in a 20 ft. radius. Each creature of the shrieker's choice must make a DC 14 Wisdom saving throw. On a failed save a creature takes 27 (6d8) psychic damage and can't use reactions until the beginning of its next turn. On a successful save a creature takes half as much damage and can't make opportunity attacks until the beginning of its next turn. If the Shrieker is within the radius of effect it can dash as a bonus action until the end of its turn.

Veteran Shrieker

Cretenious Shrieker

Large aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	3 (-4)	16 (+3)	8 (-1)

Saving Throws Dex +9, Wis +7, Cha +3
Skillss Sleight of Hand +9, Stealth +9
Senses darkvision 120 ft., passive Perception 13
Languages Understands Common and Deep Speech, but doesn't speak
Challenge 10 (5,900 XP)

Keen Eyes. The shrieker has advantage on Wisdom (Perception) checks that rely on sight.

Mobile. The shrieker attacks a creature with an attack, it won't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Legendary Resistance (2/Day). If the shrieker fails a saving throw, he can choose to succeed instead.

Thieving. One per turn when the shrieker hits a creature with a peck attack, it can choose to not deal damage and attempt to steal an item out of the creature's inventory (Dungeon Master's choice) instead. The shrieker makes a Dexterity (Sleight of Hand) check opposed to the attacked creature's Wisdom (Perception) check. On a success the shrieker steals the item and carries it in its beak.

Actions

Multiattack. The shrieker makes two peck attacks.

Peck. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 +5) piercing damage.

Caw. The shrieker caws at a creature that can hear it within 60 ft. of itself. The creature must succeed a DC 16 Wisdom saving throw or has disadvantage on all attack rolls against the Shrieker until the end of the shrieker's next turn. A creature that is immune to fear automatically succeeds the saving throw. If a creature's saving throw is successful, the creature is immune to the shrieker's Caw for the next 24 hours.

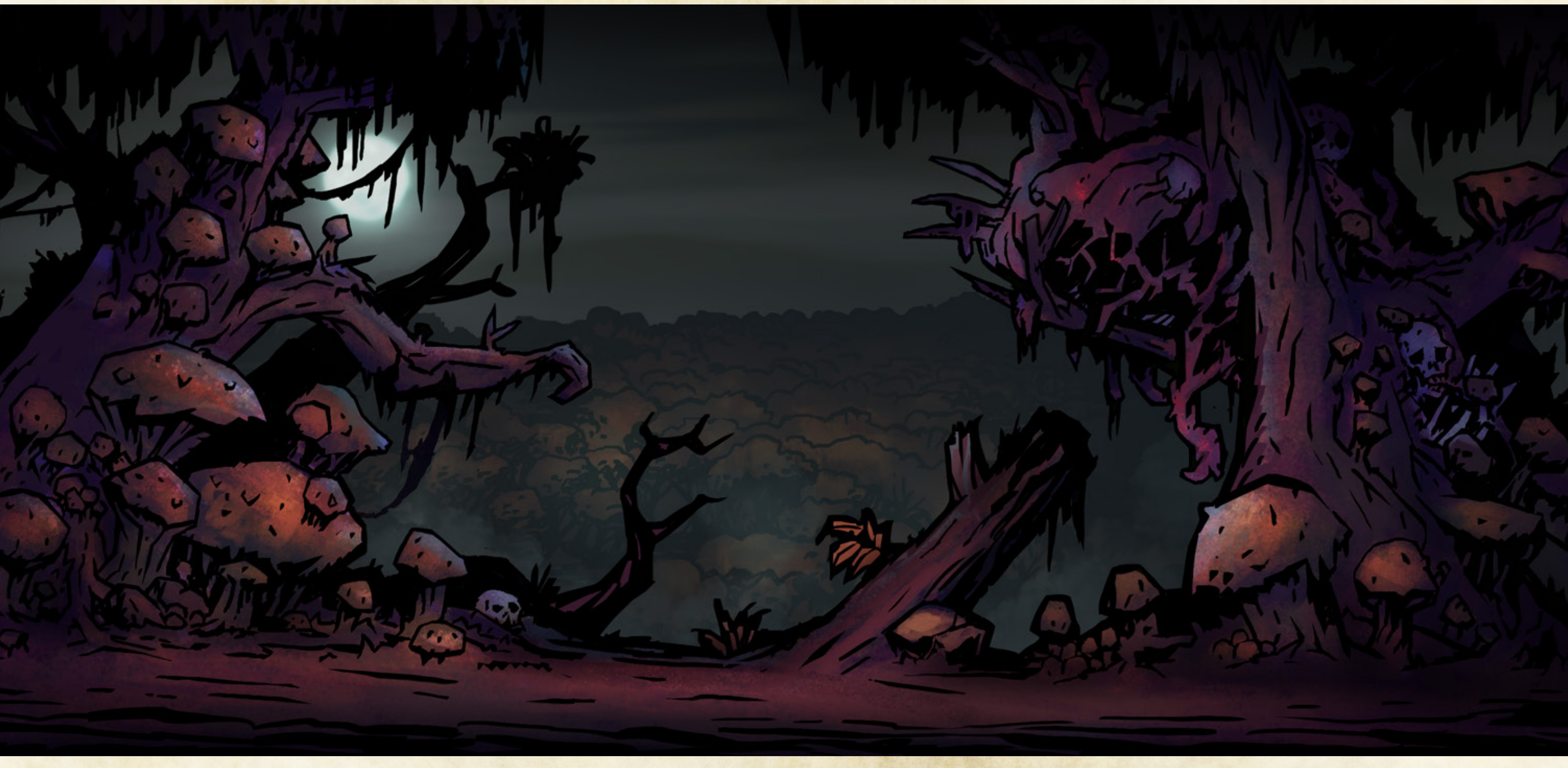
Regurgitate. The shrieker regurgitate partially digested food in a 15 ft. cone. Each creature in the area must make a DC 16 Constitution saving throw or is poisoned until the end of the shrieker's next turn.

Call The Murder (Recharge 5-6). The shrieker summons a swarm of spectral crows in a 20 ft. radius. Each creature of the shrieker's choice must make a DC 16 Wisdom saving throw. On a failed save a creature takes 36 (8d8) psychic damage and can't use reactions until the beginning of its next turn. On a successful save a creature takes half as much damage and can't make opportunity attacks until the beginning of its next turn. If the Shrieker is within the radius of effect it can dash as a bonus action until the end of its turn.

Legendary Actions

The shrieker can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shrieker regains spent legendary actions at the start of its turn.

Detect. The shrieker makes a Wisdom (Perception) check.
Move. The shrieker moves up to half of its speed.
Skirmishing Peck (2 Actions). The shrieker walks up to half of its speed. It makes a peck attack before, after or during this movement.



Artwork by Red Hook Studios

Created by DM Tuz

Champion Shrieker

Horrid Shrieker

Large aberration, chaotic evil

Armor Class 19 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	20 (+5)	3 (-4)	18 (+4)	9 (-1)

Saving Throws Dex +11, Wis +9, Cha +4
Skillss Perception +9, Sleight of Hand +11, Stealth +11
Senses darkvision 120 ft., passive Perception 19
Languages Understands Common and Deep Speech, but doesn't speak
Challenge 15 (13,000 XP)

Keen Eyes. The shrieker has advantage on Wisdom (Perception) checks that rely on sight.

Mobile. The shrieker attacks a creature with an attack, it won't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Legendary Resistance (3/Day). If the shrieker fails a saving throw, he can choose to succeed instead.

Thieving. One per turn when the shrieker hits a creature with a peck attack, it can choose to not deal damage and attempt to steal an item out of the creature's inventory (Dungeon Master's choice) instead. The shrieker makes a Dexterity (Sleight of Hand) check opposed to the attacked creature's Wisdom (Perception) check. On a success the shrieker steals the item and carries it in its beak.

Actions

Multiattack. The shrieker caws and makes two peck attacks.

Peck. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 +6) piercing damage.

Caw. The shrieker caws at a creature that can hear it within 60 ft. of itself. The creature must succeed a DC 18 Wisdom saving throw or has disadvantage on all attack rolls against the Shrieker until the end of the shrieker's next turn. A creature that is immune to fear automatically succeeds the saving throw. If a creature's saving throw is successful, the creature is immune to the shrieker's Caw for the next 24 hours.

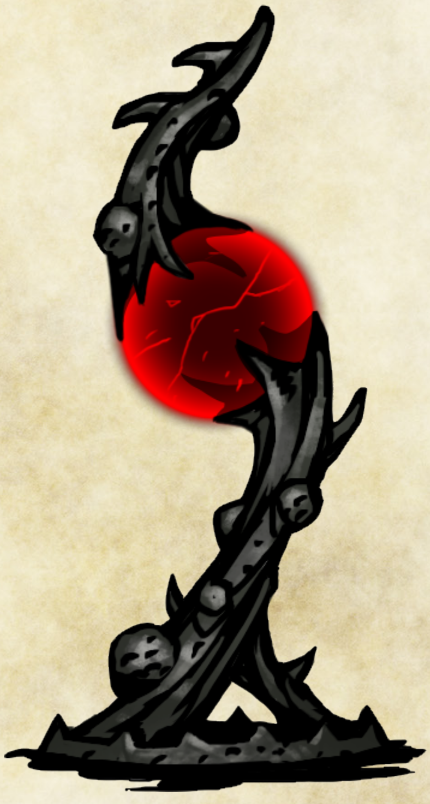
Regurgitate. The shrieker regurgitate partially digested food in a 20 ft. cone. Each creature in the area must make a DC 18 Constitution saving throw or is poisoned until the end of the shrieker's next turn.

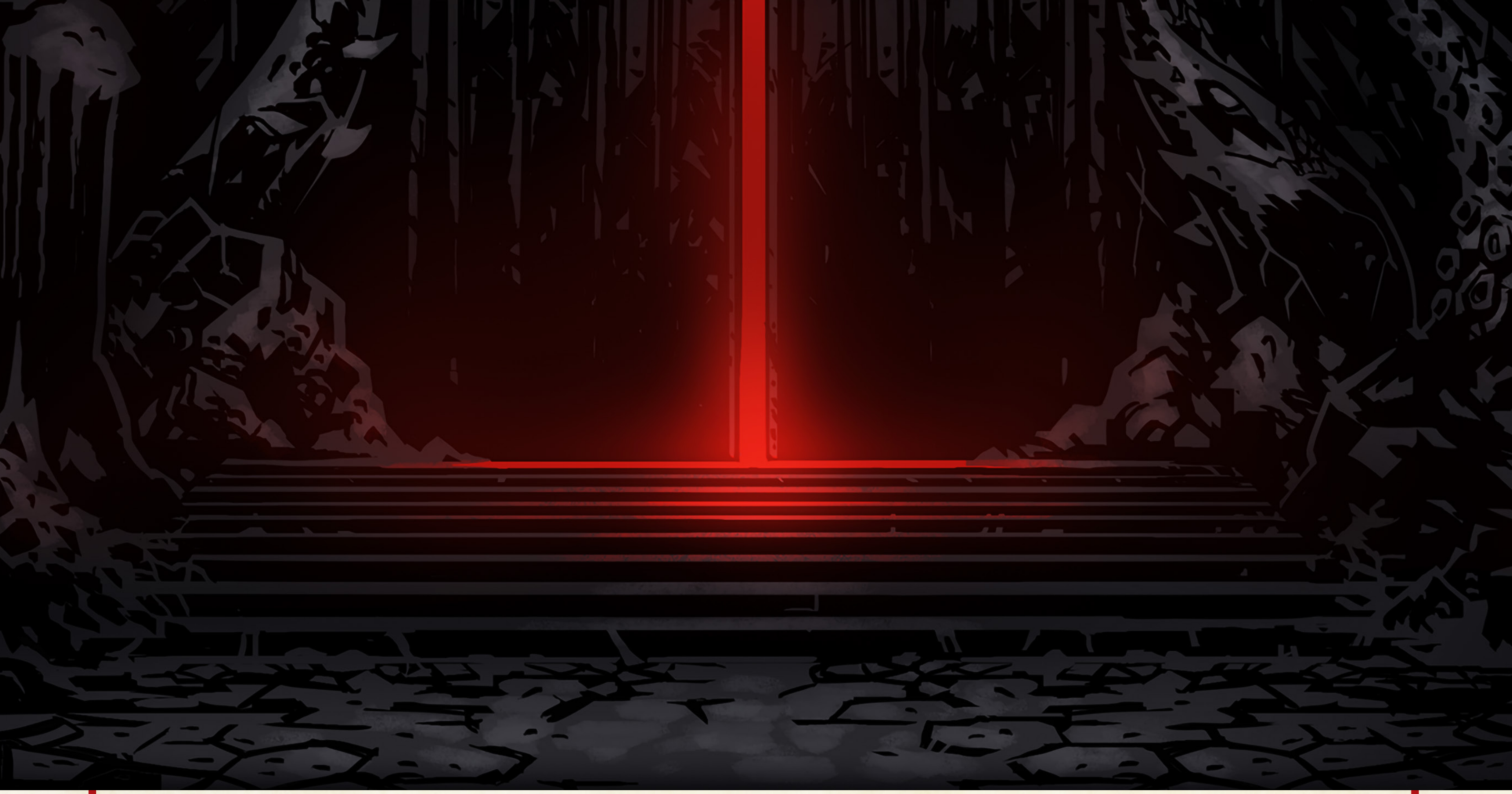
Call The Murder (Recharge 5-6). The shrieker summons a swarm of spectral crows in a 20 ft. radius. Each creature of the shrieker's choice must make a DC 18 Wisdom saving throw. On a failed save a creature takes 45 (10d8) psychic damage and can't use reactions until the beginning of its next turn. On a successful save a creature takes half as much damage and can't make opportunity attacks until the beginning of its next turn. If the Shrieker is within the radius of effect it can dash as a bonus action until the end of its turn.

Legendary Actions

The shrieker can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shrieker regains spent legendary actions at the start of its turn.

Detect. The shrieker makes a Wisdom (Perception) check.
Move. The shrieker moves up to half of its speed.
Regurgitate (1/round). The shrieker uses Regurgitate.
Skirmishing Peck (2 Actions). The shrieker walks up to half of its speed. It makes a peck attack before, after or during this movement.





"Once again, the stars are right and the manor sits at the very epicenter of cosmic unrest."

THE DARKEST DUNGEON

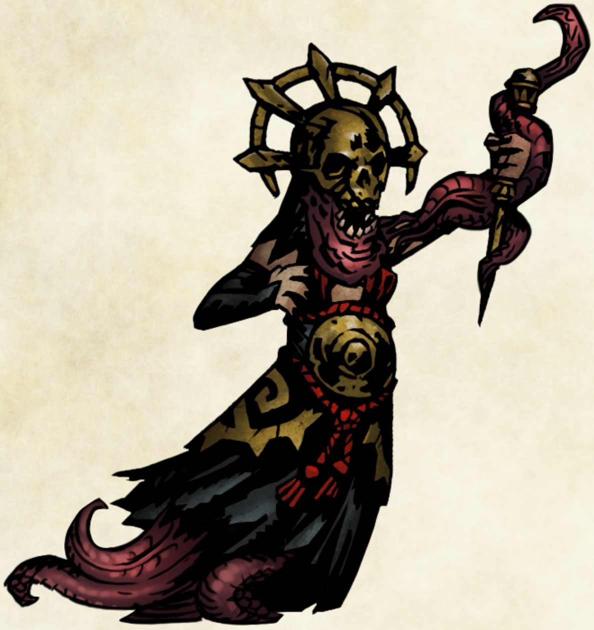
It was the encounter with a bewitching predator- and a drop of her accursed blood- that infected the Ancestor in his youth, leading to a consuming fascination with the eldritch. Led down a dark path in callous pursuit of ever-greater power, he soon learned of the ancient and terrible secrets of his family estate, and what laid below: a key to ultimate power. Deep in his studies but in need of resources with which to test these legends, he would spend his family's remaining fortune to organize one last expedition to excavate what lied below. With failure he would be left with nothing but the revenge of those he had wronged, but with victory would come something far greater: an understanding of cosmic truth itself.
Leading the expedition deep below the estate himself, he found a foreboding gate that was of little effort to unlock with his decades of eldritch studies, but what laid beyond was more shocking still: The Darkest Dungeon. A place of shifting geometry and terrible, misshapen monstrosities, its very nature irresistibly corrupts all who linger within its horrid depths. Yet worst and most compelling of all is that the very structure seems to be alive, signified by a drumbeat that carries on, a single, constant heartbeat deep below...

THE CULT OF THE NEW GOD

The Darkest Dungeon is the sanctuary of something that rivals its monstrosities in menace: a cult driven there by visions, prophecies, madness brought on by their new god sleeping within its depths. Casting aside any belief in whatever old gods they followed, they were drawn, perhaps subconsciously, by the abyssal heartbeat of the dungeon the moment its forsaken gates opened, taking on its 'blessing' in the shape of the mutations and madness of the stygian depths. Dark within their new sanctuary, the cult casts aside whatever shreds of humanity remained within their tattered beings, each and every one altered both physically and mentally. A new hierarchy was formed, with those 'favored' by the crawling chaos below at the top, and the darkest champions to arise became the guardians of the Dungeon's deepest depths...

Artwork by Red Hook Studios

Created by DM Tuz



Ascended Witch

Medium humanoid, neutral evil

Armor Class 15 (cultist garbs)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	16 (+3)	11 (0)	10 (0)	22 (+6)

Skills Perception +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 16
Languages Common, Deep Speech
Challenge 6 (2,300 XP)

Spellcasting. The cultist is a 14th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast, Mage Hand, Thaumaturgy*
1st-5th level (3 5th-level slots): *Arms of Hadar, Cause Fear, Command, Ray of Enfeeblement, Dispel Magic, Hypnotic Pattern, Black Tentacles, Blight, Cloudkill.*
6th level: (1 6th-level slot): *Mass Suggestion*

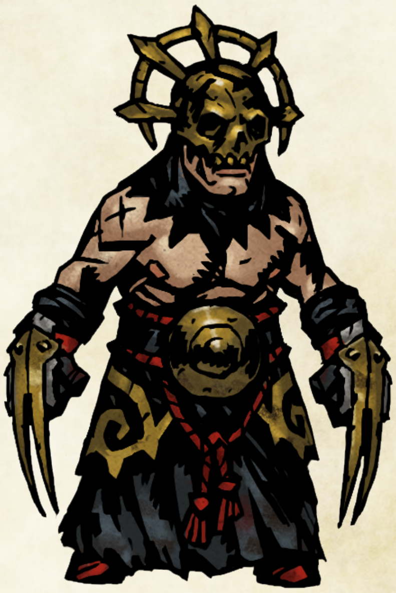
Actions

Multiattack. The witch fires three eldritch blasts.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 6) force damage and the target is pushed or pulled 10 ft. in a direction of the witch's choice.

Fate's Reveal. A creature within 120 ft. of the witch must succeed a DC 17 Charisma saving throw. On a failed save a creature takes 13 (2d6+6) psychic damage is ingulfed in eldritch light for one minute. As long as the creature is ingulfed in eldritch light each attack against the creature is made with advantage and the creature cannot benefit from becoming invisible or hide. At the end of the ingulfed creature's turn it repeats the saving throw, ending the effect on a success. Once a creature succeeds its saving throw or the effect ends, the creature becomes immune to the witch's Fate's Reveal for 24 hours.



Ascended Brawler

Medium humanoid, neutral evil

Armor Class 16 (unarmed defense)
Hit Points 119 (14d8 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (0)	10 (0)	14 (+2)

Skills Athletics +13, Perception +3
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 13
Languages Common, Deep Speech
Challenge 6 (2,300 XP)

Rend For The New God. When the brawler scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

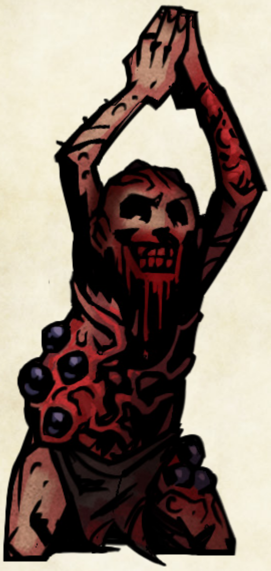
Rupturing Wounds. When the brawler hits a creature with an attack made with advantage, the attack deals an additional 4 (1d8) necrotic damage. Creatures without blood are not affected.

Unarmed Defense. When the brawler is not wearing any armor, their armor class equals 10 + their Dexterity modifier + their Constitution modifier.

Actions

Multiattack. The brawler makes 3 claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.



Raptorous Cultist

Medium humanoid, neutral evil

Armor Class 13 (natural armor)
Hit Points 38 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	16 (+3)	8 (-1)	9 (-1)	11 (0)

Saving Throws Cha +2
Senses passive Perception 9
Languages Common, Deep Speech
Challenge 2 (700 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Mob Attack. When the raptorous cultist hits a creature that is within 5 ft. of one of the cultist's allies, that isn't incapacitated, its attack deals an additional die of its damage (1d6).

Prepare The Sacrifice. As long as two raptorous cultists or more grapple the same creature, the creature is restrained.

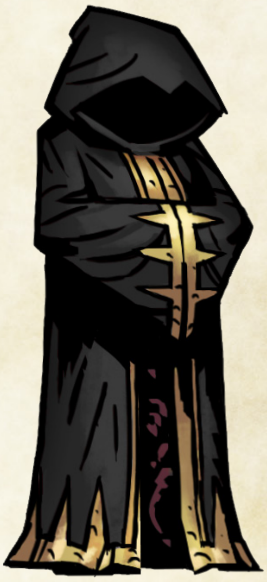
Actions

Multiattack. The cultist makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. of one another. *Hit:* 5 (1d6 + 2) bludgeoning damage. Instead of dealing damage, the cultist can grapple the target (escape DC 12).

Flesh to Flesh. The cultist sacrifices its own flesh to mend the wounds of its ally. The cultist takes 17 (3d8+3) necrotic damage and an ally within 5 ft. of the cultist regains hit points equal to the amount of necrotic damage dealt.

Flesh Wall. The cultist chooses one ally within 5 feet of itself. Until the beginning of the cultist's next turn any attack that targets the chosen ally targets the cultist instead as long as the cultist is within 5 feet of the chosen ally.



Cultist Priest

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 143 (15d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (-1)	14 (+2)	17 (+3)

Skills Perception +5
Saving Throws Str +8, Con+8, Cha +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft. (blind beyond), passive Perception 15
Languages Common, Deep Speech, telepathy 120 ft.
Challenge 7 (2,900 XP)

Magical Attacks. The cultist priest's weapons attacks are magical.

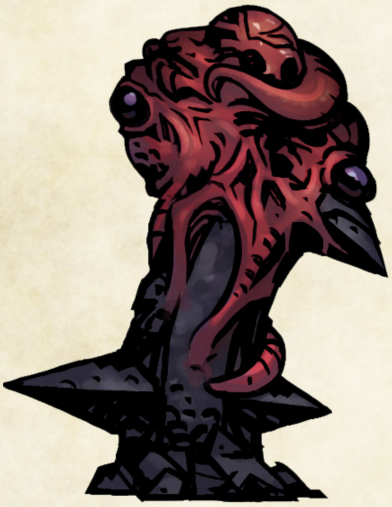
Visceral Hit. When a creature is hit by the cultist priest's piercing appendage and the attack was made with advantage, the creature makes the Constitution saving throw with disadvantage.

Actions

Multiattack. The cultist priest makes 2 tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Piercing Appendage. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 26 (6d6 + 5) slashing damage and 14 (4d6) necrotic damage if the target is a creature. The creature must make a DC 16 Constitution saving throw, taking the necrotic damage on a failed save and half as much damage on a successful one. A creature without blood takes no necrotic damage.



MALIGNANT GROWTH

Medium aberration, neutral evil

Armor Class 12 (natural armor)
Hit Points 53 (7d8 + 21)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	17 (+3)	3 (-4)	10 (0)	3 (-4)

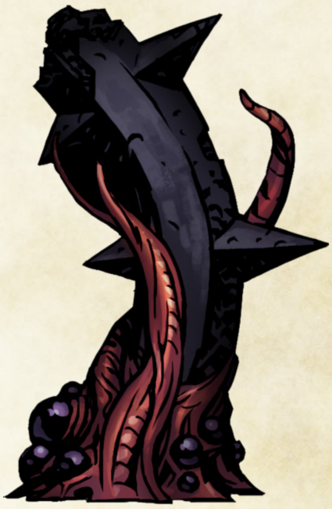
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond), passive Perception 10
Languages -
Challenge 2 (700 XP)

Magical Attacks. The growth's weapons attacks are magical.

ACTIONS

Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 7 (2d6) necrotic damage if the target is a creature. The creature must make a DC 13 Constitution saving throw, taking the necrotic damage on a failed save and half as much damage on a successful one. A creature without blood takes no necrotic damage.

Mind Blast. A creature that the growth can see must must succeed a DC 13 Wisdom saving throw or take 9 (2d8) psychic damage and be stunned until the end of the growth's next turn. A creature with Intelligence of 2 or lower is unaffected.



DEFENSIVE GROWTH

Medium aberration, neutral evil

Armor Class 12 (natural armor)
Hit Points 53 (7d8 + 21)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	1 (-5)	17 (+3)	3 (-4)	16 (+3)	3 (-4)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond), passive Perception 13
Languages -
Challenge 2 (700 XP)

Magical Attacks. The growth's weapons attacks are magical.

ACTIONS

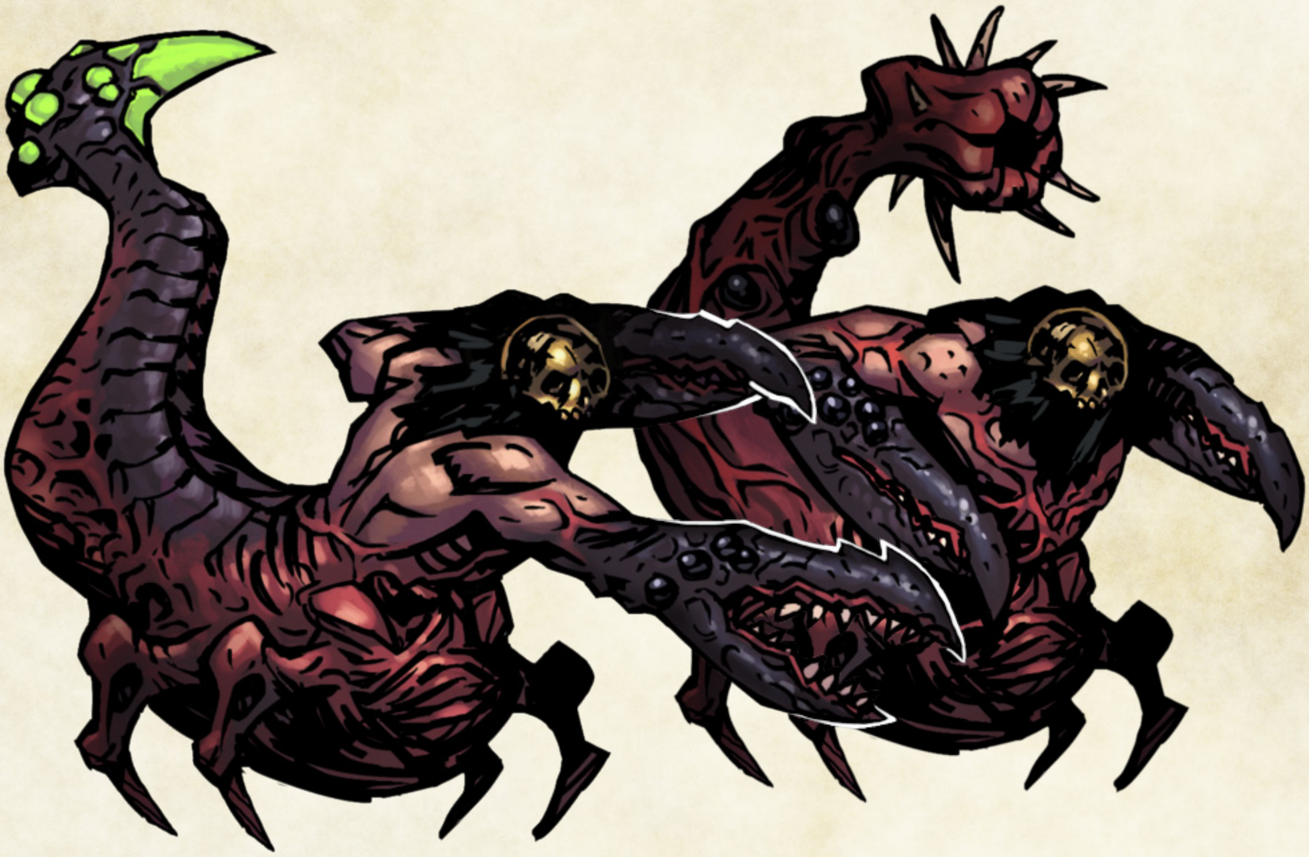
Tendril. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Bolster. A creature of the growth's choice gains 10 temporary hit points and when the creature makes an attack or saving throw before the beginning of the growth's next turn, it rolls 1d4 and adds the number rolled to the attack roll or saving throw.

Unbearable Reverberation. Each creature of the growth's choice that can hear it and is within 30 ft. of it must succeed a DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and when the creature makes an attack or ability check before the end of its next turn, it must roll 1d4 and subtract the number rolled from the attack roll or saving throw.

REACTIONS

Intercepting Guard. When a creature attacks an ally of the growth, the growth can impose disadvantage on the attack. To do s both the attacking creature and the ally of the growth must be within 30 ft. of it.



TEMPLAR GLADIATOR

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +10, Con +9, Cha +6
Skills Athletics +10, Perception +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech
Challenge 10 (5,900 XP)

Magic Weapons. The templar's attacks are magical.

ACTIONS

Multiattack. The templar makes 3 attacks; two with its claws and one with its stinger. It can make a bodyslam attack in place of both claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 +6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 18 (4d8) poison damage on a failed save and half as much on a successful one.

Bodyslam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 +6) bludgeoning damage and if the creature is size large or smaller, the creature is pushed up to 10 ft. away from the templar. The pushed creature must succeed a DC 18 Constitution saving throw or be stunned until the end of the templar's next turn.

TEMPLAR SNIPER

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +8, Con +9, Cha +6
Skills Athletics +10, Perception +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech
Challenge 10 (5,900 XP)

Magic Weapons. The templar's attacks are magical.

ACTIONS

Multiattack. The templar makes 2 attacks with its claws or two with its stinger shot.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage.

Stinger Shot. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 17 (2d10 +6) piercing damage. The target must make a DC 17 Constitution saving throw. On a failed save a creature takes 13 (3d8) poison damage and is poisoned until the end of the templar's next turn. On a successful save a creature takes half as much damage and is not poisoned.

Rain of Doom. The templar fires venomous spikes in a 30 ft. cone. Each creature in the area must succeed a DC 18 Dexterity saving throw or take 18 (4d6) piercing damage and 13 (3d8) poison damage.

TEMPLAR WARLORD

Large aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 242 (23d10 + 115)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +11, Con +10, Wis +8, Cha +7
Skills Athletics +11, Perception +8
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Deep Speech
Challenge 16 (15,000 XP)

Magic Resistance. The templar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The templar's attacks are magical.

ACTIONS

Multiattack. The templar makes 3 attacks; two with its claws and one with its stinger. It can make a bodyslam attack in place of both claw attacks.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage.

Stinger. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 +6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 18 (4d8) poison damage on a failed save and half as much on a successful one.

Bodyslam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 +6) bludgeoning damage and if the creature is size large or smaller, the creature is pushed up to 10 ft. away from the templar. The pushed creature must succeed a DC 18 Constitution saving throw or be stunned until the end of the templar's next turn.

LEGENDARY ACTIONS

The templar warlord can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The templar warlord regains spent legendary actions at the start of its turn.

Move. The templar warlord moves up to half of its speed.
Claws (2 Actions). The templar warlord attacks with its claws.
Rush (3 Actions). The templar warlord moves up to its speed and makes a bodyslam attack.
Revelation (3 Actions). The templar reveals a hidden eye that targets a creature within 60 ft. of the templar. If the creature can see the templar, must make a DC 18 Wisdom saving throw. On a failed save a creature takes 55 (10d10) psychic damage and the creature is under the effect of the *Confusion* spell until the end of the creature's next turn. On a successful save a creature takes half as much damage. A creature that fails its saving throw by 5 or more becomes afflicted with indefinite madness.

TEMPLAR IMPALER

Large aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 242 (23d10 + 115)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +9, Con +10, Wis +8, Cha +7
Skills Athletics +11, Perception +8
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Deep Speech
Challenge 16 (15,000 XP)

Magic Resistance. The templar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The templar's attacks are magical.

ACTIONS

Multiattack. The templar makes 3 attacks; two with its claws and one with its stinger. It can make a bodyslam attack in place of both claw attacks.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) bludgeoning damage.

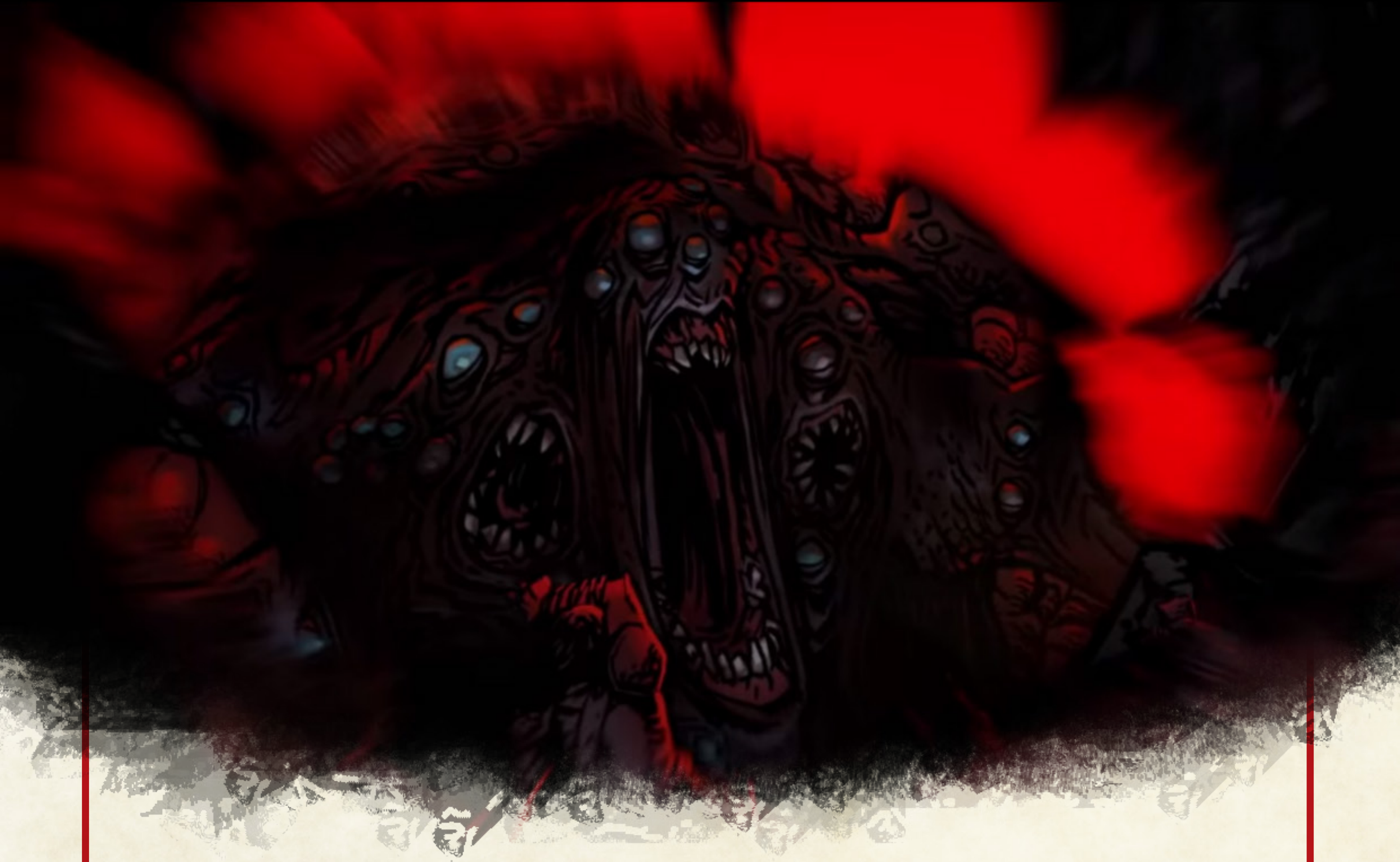
Stinger Shot. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 17 (2d10 +6) piercing damage. The target must make a DC 17 Constitution saving throw. On a failed save a creature takes 13 (3d8) poison damage and is poisoned until the end of the templar's next turn. On a successful save a creature takes half as much damage and is not poisoned.

Rain of Doom. The templar fires venomous spikes in a 30 ft. cone. Each creature in the area must succeed a DC 19 Dexterity saving throw or take 18 (4d6) piercing damage and 13 (3d8) poison damage.

LEGENDARY ACTIONS

The templar impaler can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The templar impaler regains spent legendary actions at the start of its turn.

Move. The templar impaler moves up to half of its speed.
Claws (2 Actions). The templar warlord attacks with its claws.
Retreat (3 Actions). The templar warlord moves up to half of its speed without provoking opportunity attacks and makes a stinger shot attack.
Revelation (3 Actions). The templar reveals a hidden eye that targets a creature within 60 ft. of the templar. If the creature can see the templar, must make a DC 18 Wisdom saving throw. On a failed save a creature takes 55 (10d10) psychic damage and the creature is under the effect of the *Confusion* spell until the end of the creature's next turn. On a successful save a creature takes half as much damage. A creature that fails its saving throw by 5 or more becomes afflicted with indefinite madness.



Shuffling Horror

Large aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 375 (30d10 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	22 (+6)	8 (-1)	14 (+2)	20 (+5)

Saving Throws Dex +10, Con +12, Wis +8, Cha +11
Skills Perception +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 19
Languages -
Challenge 20 (25,000 XP)

Dark Sight. The horror can see normally in magical and nonmagical darkness, to a distance of 120 feet.

Legendary Resistance (3/Day). If the horror fails a saving throw, it can choose to succeed instead.

Magic Weapons. The horror's attacks are magical.

Spellcasting. The horror's spellcasting ability is Charisma (spell save DC 19). The horror can innately cast the following spells, requiring no material components:

1/day: *Scatter* (*XGTE*)

Actions

Multiattack. The shambler makes four attacks: three with its barbed tendrils and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 +8) piercing damage.

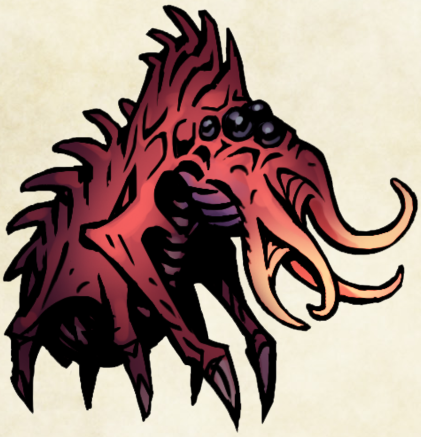
Barbed Tendrils. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 +8) piercing damage and if the target is a creature it suffers a wound for one minute. A wounded creature suffers 5 (2d4) necrotic damage at the start of its turn for each wound and then makes a DC 20 Constitution saving throw, ending the effect of all wounds on a success. Alternatively a creature can use an action to make a DC 20 Wisdom (Medicine) check or spend one charge of a healer's kit to close all wounds on the creature and end the effect. A creature can have more than one wound.

Echoing Disassembly (Recharge 5-6). The horror lets out a mind rending scream in a 60 ft. cone. Each creature in the area must make a DC 20 Wisdom saving throw. On a failed save a creature takes 49 (14d6) psychic damage and be blinded and deafened for one minute. On a successful save a creature takes half as much damage. A blinded and deafened creature repeats the saving throw at the end of its turn, ending the effect on a success.

Legendary Actions

The shuffling horror can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The shuffling horror regains spent legendary actions at the start of its turn.

Move. The horror moves up to half of its speed without provoking opportunity attacks.
Tendrils. The horror makes an attack with its tendrils.
Undulating Appendages. A creature within 20 ft. of the horror must succeed a DC 22 Strength saving throw or be pulled or pushed 10 ft. in a direction of the horror's choice.
Spawn Growth (2 Actions). The horror spawns a defensive growth in an empty space within 20 ft. of itself. If the horror spawns a growth and 2 growths it previously spawned are alive, one of the spawned growths dies.



Flesh Hound

Medium aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	3 (-4)	13 (+1)	8 (-1)

Saving Throws Dex +7, Wis +4, Cha +2
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, frightened
Senses darkvision 120 ft., passive Perception 11
Languages -
Challenge 5 (1,800 XP)

Cruelty. If the flesh hound hits with an attack that was made with advantage, it deals an additional 10 (3d6) damage.

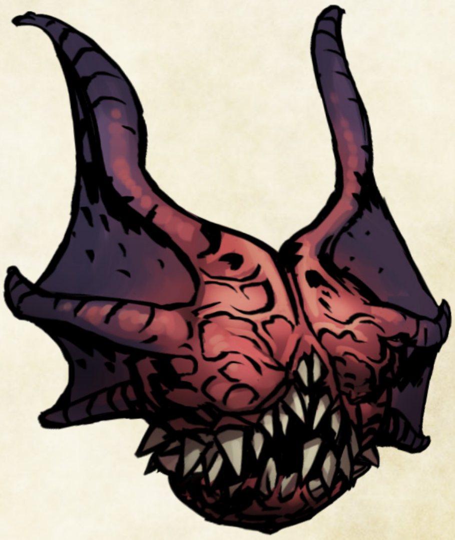
Magical Attacks. The growth's weapons attacks are magical.

Actions

Multiattack. The flesh hound makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage and the creature is grappled, escape DC 13. The grappled creature must succeed a DC 13 Constitution saving throw or is paralyzed until the end of the flesh hound's next turn.



Polyp

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	18 (+4)	8 (-1)

Saving Throws Con +5, Wis +7, Cha +2
Skills Perception +7
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 60 ft. (blind beyond), passive Perception 17
Languages Deep Speech, Telepathy (120 ft.)
Challenge 7 (2,900 XP)

Aberrant Bond. The polyp can telepathically communicate with any aberration within 120 ft. of itself.

Aberrant Mark. A creature that is covered in the polyp's phlegm alerts aberrations within 60 ft. to its presence, meaning the creature cannot benefit from being invisible or hide from them, and any attack roll against the creature made by an aberration has advantage.

Magical Attacks. The growth's weapons attacks are magical.

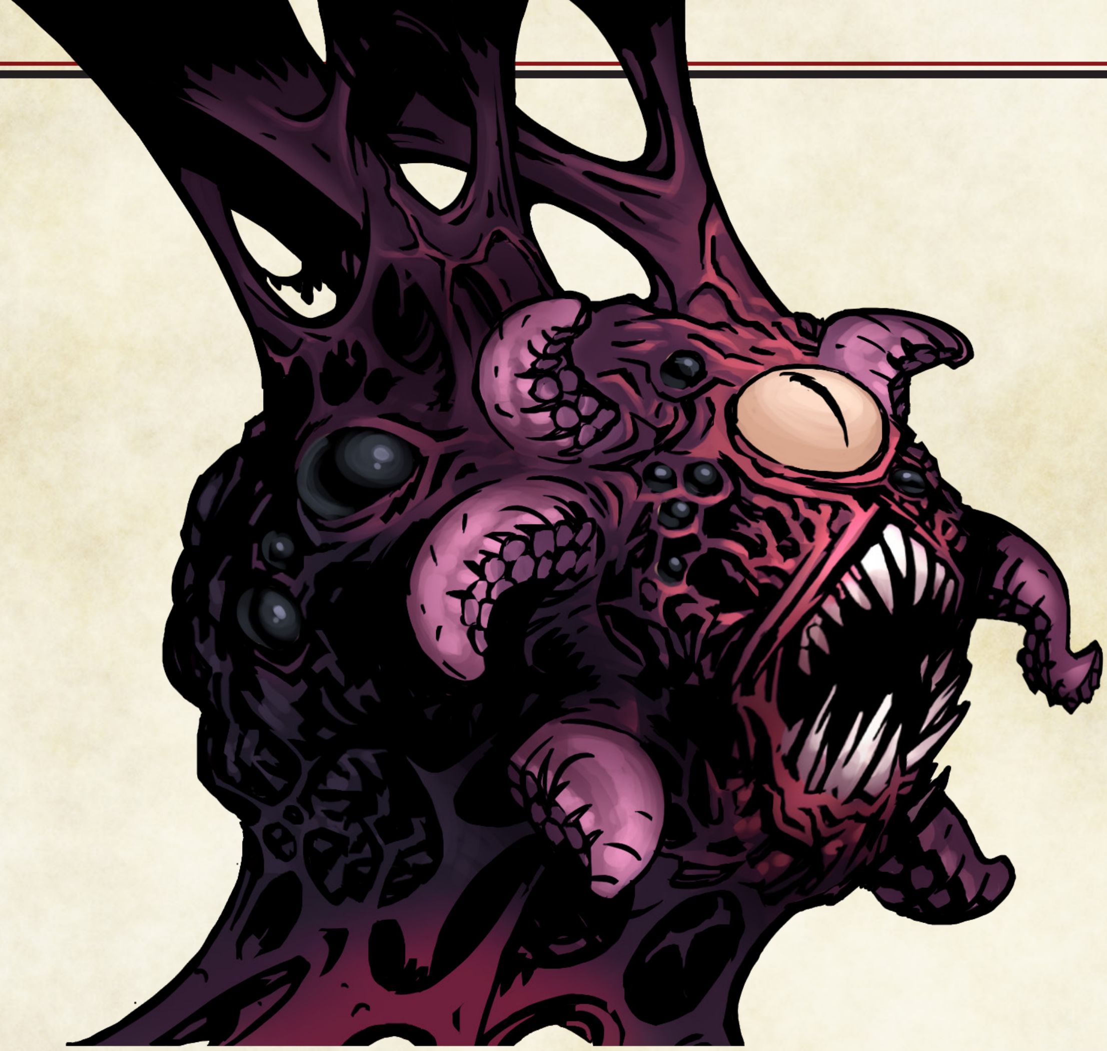
Actions

Multiattack. The polyp makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., target. *Hit:* 15 (2d10+4) piercing damage.

Phlegm. *Ranged Weapon Attack:* +7 to hit, range 40/80 ft., one target. *Hit:* 35 (10d6) poison damage and a creature is covered in venomous phlegm. Until a creature takes an action to remove the phlegm, a phlegm covered creature takes 10 (3d6) poison damage at the start of each of its turns.

Banishing Pulse. *Spell Weapon Attack:* +7 to hit, reach 10 ft., target. *Hit:* 27 (6d8) force damage and the creature must succeed a DC 15 Strength saving throw or is pushed back up to 10 ft. away from the polyp.



Mammoth Cyst

Huge aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	24 (+7)	10 (0)	18 (+4)	20 (+5)

Saving Throws Str +10, Con +12, Wis +9, Cha +10
Skills Perception +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 19
Languages Deep Speech, Telepathy (120 ft.)
Challenge 14 (11,500 XP)

Magic Weapons. The mammoth cyst's attacks are magical.

Actions

Multiattack. The mammoth cyst makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 +5) piercing damage.

Weakening Gaze. The mammoth cyst looks at a creature within 60 ft. of itself. The creature must succeed a DC 18 Wisdom saving throw or take 45 (8d8) psychic damage and be frightened for one minute. A frightened creature deals half as much damage with melee or ranged weapon attacks and repeats the saving throw at the end of its turn, ending the effect on a success.

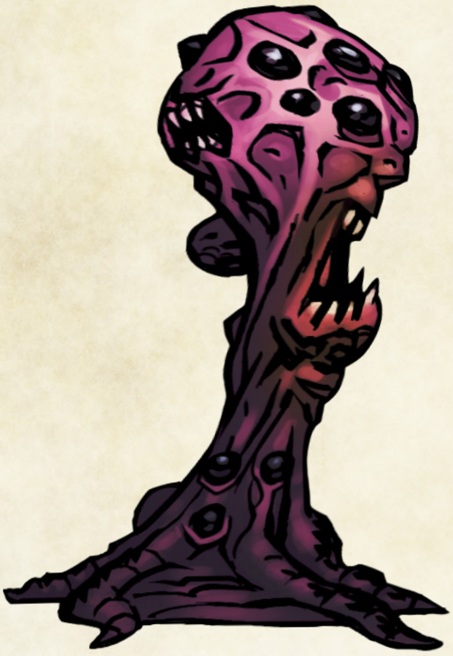
Digestion. A creature or two creatures within 5 ft. of each other within 60 ft. of the cyst must make a DC 18 Dexterity saving throw or take 21 (6d6) acid damage. A creature that fails its saving throw takes 21 (6d6) acid damage at the beginning of its next turn.

Quickening (Recharge 5-6). The mammoth cyst regains 45 (10d8) hit points and any time the cyst deals damage to a target before the end of its next turn, it rolls twice for the damage and takes the higher amount.

Legendary Actions

The mammoth cyst can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The mammoth cyst regains spent legendary actions at the start of its turn.

Detect. The mammoth cyst makes a Wisdom (Perception) check.
Bite. The mammoth cyst makes a bite attack.
Spawn White Cell Stalk (2 Actions). The mammoth cyst spaws a white cell stalk at an empty space within 60 ft. of itself.
Weakening Gaze (3 Actions). The mammoth cyst uses its Weakening Gaze.
Quickening (3 Actions). The mammoth cyst uses its quickening if available.



WHITE CELL STALK

Medium aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 53 (7d8 + 21)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	1 (-5)	17 (+3)	3 (-4)	20 (+5)	3 (-4)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, frightened
Senses truesight 30 ft., darkvision 120 ft. passive Perception 15
Languages -
Challenge 3 (700 XP)

Magical Attacks. The white cell stalk's weapons attacks are magical.

ACTIONS

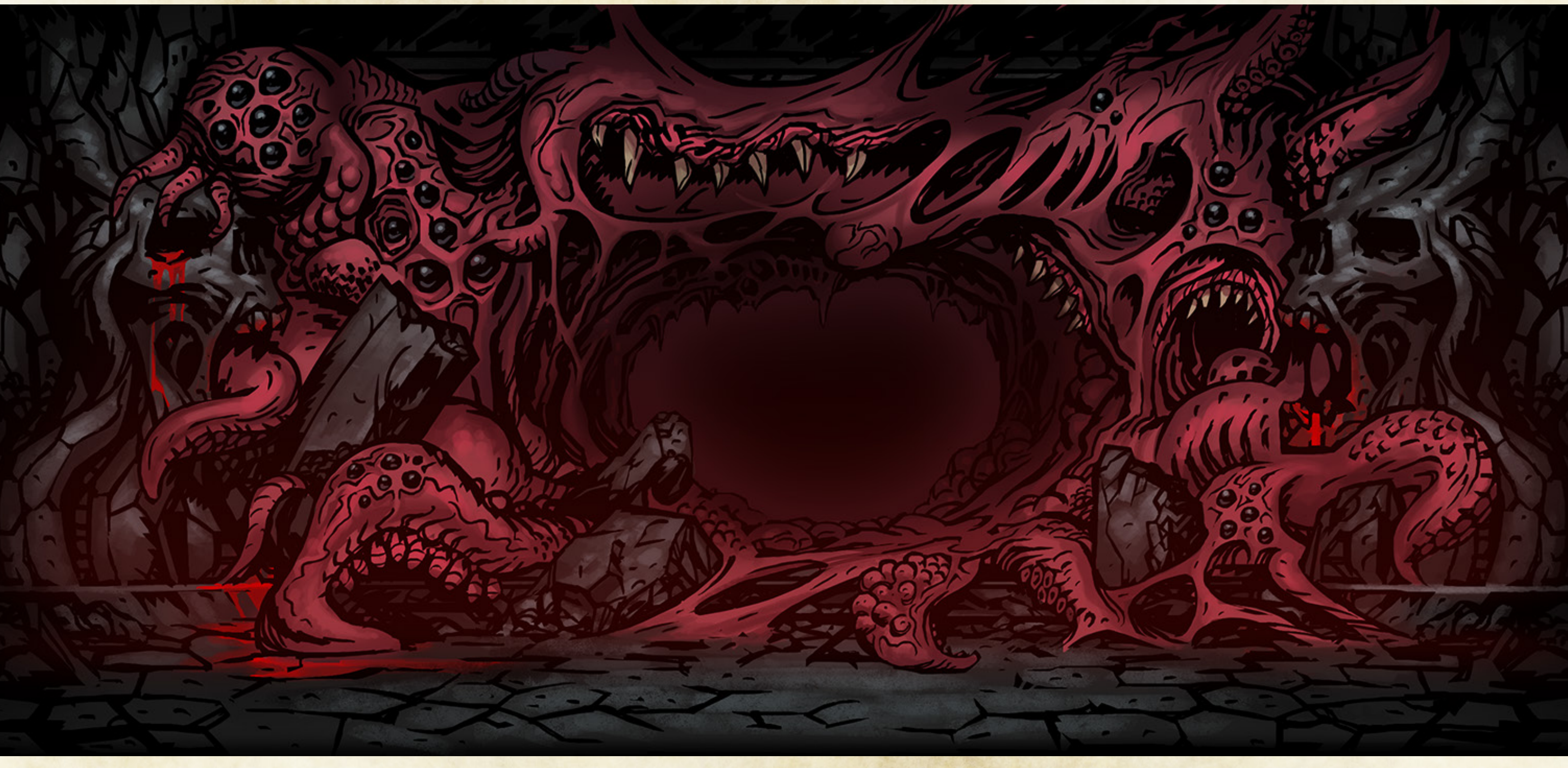
Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., target. *Hit:* 3 (1d6) piercing damage.

Malevolent Displacement. A creature within 60 ft. of the cell stalk must succeed a DC 15 Charisma saving throw or take 18 (4d8) psychic damage and is teleported to an unoccupied space of the cell stalk's choice within 20 ft. of the creature's initial position. The space must be the ground or on a floor or platform.

Reconstitute (Recharge 5-6). An allied aberration within 60 ft. of the cell stalk regains 22 (4d8+4) hit points and the next time before the end of the allied aberration's next turn it takes damage from any source, the damage is reduced by 11 (2d8+2).

GREAT DISPLACEMENT

Once per day a single white cell stalk spawned by a mammoth cyst is able to cast a powerful spell. This is shared among any white cell stalks spawned from a single mammoth cyst (so if one casts this spell, no other cell stalk could cast it until the next day).
Great Displacement. Up to 8 creatures of the white cell stalk's choice within 60 ft. of it must succeed on a DC 15 Charisma saving throw, or be teleported to an unoccupied space within 200 ft. that the white cell stalk is aware of (the white cell stalk knows any part of the Darkest Dungeon). The teleported creatures are placed on the ground or a floor within a 10 ft. radius of the target space (creature's choice). If the space of the radius cannot fit all creatures, excess creatures land prone within 5 ft. of the radius.



Created by DM Tuz
Artwork by Red Hook Studios

THE ANCESTOR

Little is known about the Ancestor's past or his family, only that he is descended from a long line of powerful nobles.

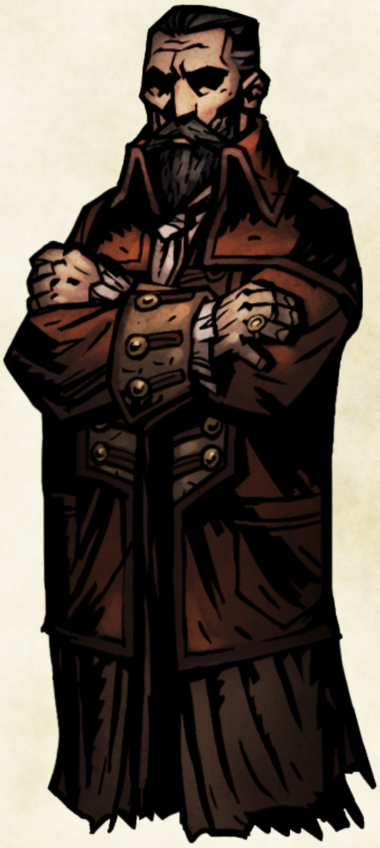
It is believed that the Ancestor was born in the Manor like his ancestors before him. While his childhood is a mystery, the Ancestor was liked, even beloved, in his youth by the people of the Hamlet.

In his youth the Ancestor had been forced to partake in the degenerated activities and entertainment of the Courtyard nobility, all in a bid to uphold his family name. The Ancestor learned in that time to resent the decadent court greatly, but the weight of upholding his family name and societal stature forced the Ancestor to stoop and debase himself to their level until eventually he became slave to his own appetites. After all these years, the Ancestor's dwindling patience for his peers finally had expired, when he had the fateful encounter with the creature later to be known as the Countess.

Originally a plot of revenge against the hedonistic nobles, the Ancestor performed the first of many reckless experiments to come: he fed the whine, tainted by the countess' blood, to the nobles. In the ensueing chaos a single drop of the cursed vintage landed in the Ancestor's eye, tainting him as well. Instead of turning him into a ravenous, bloodthirsty aberration, it granted him a vision, a mere glimpse, of what lies hidden deep within earth underneath his manor. And in that moment, he understood the terrible truth of the world or least had an inkling of understanding what the world really was. Thus the Ancestor started his pursuits for forbidden knowledge and his true descent onto his dark path had begun.

The Ancestors atrocities committed on this dark path still taint the Estate and its surrounding area to this day. In his callous pursuit, every sacrilege has been committed, and every taboo has been broken. Too great was the Ancestor's drive towards his final goal: The Darkest Dungeon.

As a all-or-nothing final effort, the Ancestor lead an expedition into the heart of the Darkest Dungeon. In the end, only he survived, hopelessly lost in the entrails of the dungeon itself. With the last of his strength, mustering all of the eldritch knowledge he sacrificed so much for, he reached a pulsating black gate. With no hope of escaping the bowels of the Dungeon, the Ancestor stepped through. In the infinite darkness that awaited him beyond, he came face to face with the crawling chaos that lingered in the depth of this planet: The Heart of Darkness.



In his audience with the entity, the Ancestor learned the truth of the entity and the world. He began to understand the bond he had with the entity as he and the great family of men were nothing more than a refuge of errant flesh of the entity itself. The Heart of Darkness, the eldrtich being that was the true core of the world, was the creator of mankind, and eventually the Heart would leave this planet after it had fully formed, and destroy the world and its coincidental children in the process.

In the moment of the revelation of this cosmic truth about himself and humanity, the Ancestor ceased to be a man and became something greater. He became the herald of the Heart of Darkness and has completely embraced his fate and place as part of the entity. Now he is determined to hasten the inevitable end of humanity.

THE ANCESTOR

Medium aberration (shapechanger), lawful evil

Armor Class 19 (natural armor)
Hit Points 270 (20d8 + 80 + 120)
Speed 30 ft., fly 30 ft. (hover), teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Con +10, Int +11, Wis +11, Cha +12
Skills Arcana +11, Insight +11, Investigation +11, Nature +11, Perception +11, Religion +11
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Abyssal, Celestial, Deep Speech, Infernal, Sylvan, Telepathy (120 ft.)
Challenge 20 (25,000 XP)

Battle Cry: Reproduction. When the Ancestor rolls initiative, he uses 3 legendary actions to use his Reproduction.

Eldritch Protection. The Ancestor adds his Charisma modifier to his armor class and hit points per hit dice.

Legendary Resistance (3/Day). If the Ancestor fails a saving throw, he succeeds it instead.

Magic Weapons. The Ancestor's attacks are magical.

One of a Whole. The Ancestor is telepathically connected with his reflections. They can communicate with each other telepathically as long as they are on the same plane of existence and can see, feel, and hear what the other does.

Spellcasting. The Ancestor is a 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The Ancestor can cast the following spells without needing material components:

Cantrips (At will): *Chill Touch, Light, Mage Hand, Prestidigitation*
1st Level (4 slots): *Absorb Elements, Detect Magic, Magic Missle, Shield*
2nd Level (3 slots): *Blindness/Deafness, Crown of Madness, Shatter*
3rd Level (3 slots): *Animate Dead, Bestow Curse, Dispel Magic*
4th Level (3 slots): *Banishment, Blight, Black Tentacles*
5th Level (3 slots): *Scrying, Telekenisis, Wall of Force*
6th Level (1 slots): *Circle of Death*
7th Level (1 slots): *Crown of Stars, Project Image*
8th Level (1 slots): *Maddening Darkness*
9th Level (1 slots): *Astral Projection*

ACTIONS

Multiattack. The Ancestor makes 2 reshape attacks.

Reshape. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature that is no construct or undead. *Hit:* 18 (4d8) necrotic damage and the target must succeed a DC 20 Constitution saving throw or is effected by one of the following (Ancestor's Choice):

- ***Closed Mouth.*** The creature's mouth temporarily grows shut and the creature can't talk or use spells with vocal components until the end of the Ancestor's next turn.

- ***Stump Hand.*** The creature's hand temporarily devolves into a useless appendage, causing the creature to drop whatever item it is holding in that hand and the creature can't use the hand until it reshapes at the end of the Ancestors next turn.

- ***Tentacle Leg.*** The creature's leg temporarily shrivels to a writhing tentacle, causing the creature's speed to be reduced by half until the end of the Ancestor's next turn.

LEGENDARY ACTIONS

The Ancestor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Ancestor regains spent legendary actions at the start of his turn.

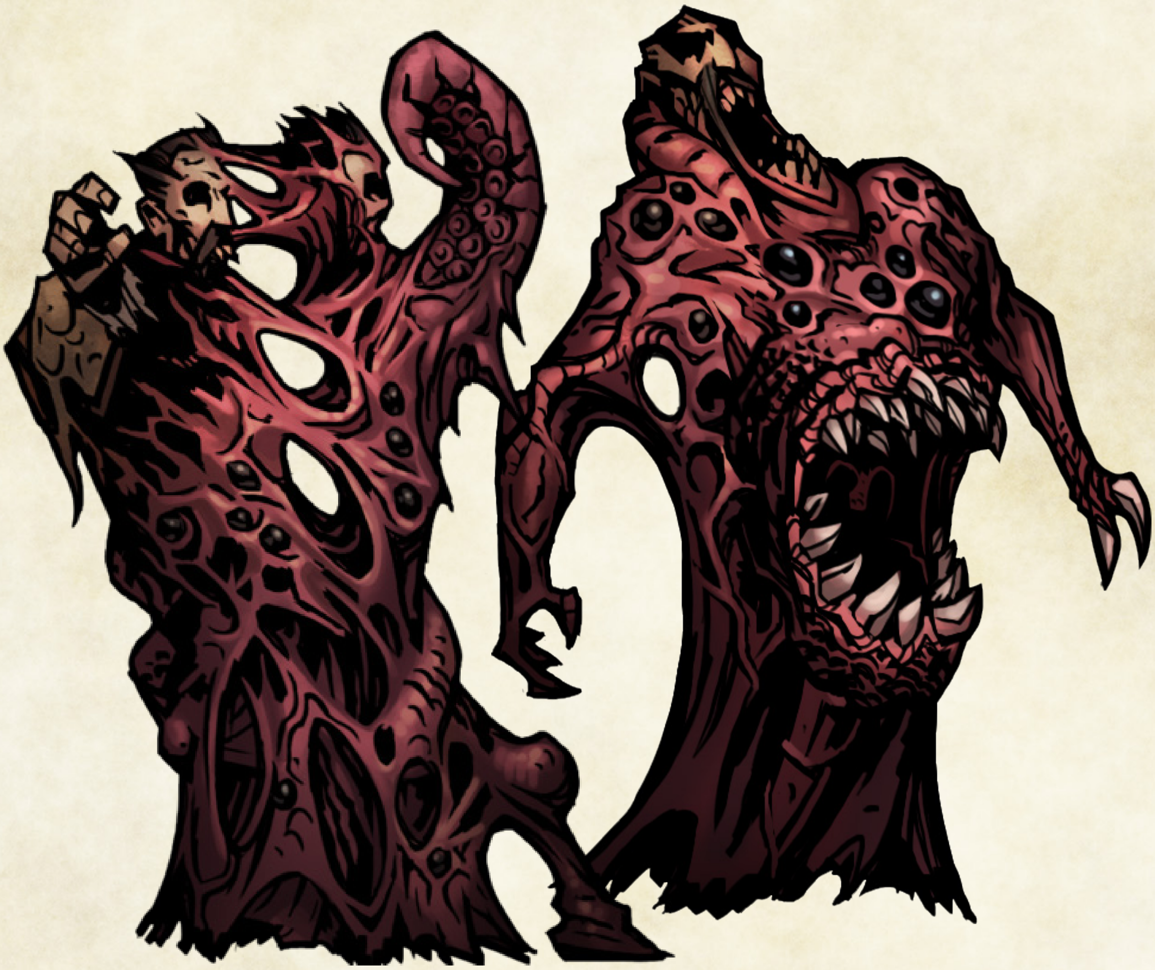
Reposition. The Ancestor teleports up to half of his teleportation speed.
Futility (2 Actions). The Ancestor projects his past existential dread upon a creature he can see with in 120 ft. of himself. The creature must succeed on a DC 20 Wisdom saving throw or has disadvantage on all ability checks, attack rolls, or saving throws until the end of the creature's next turn.
Time Heals All (2 Actions). The Ancestor creates a temporal annomaly that causes time to rapidly pass for each reflection within 120 ft. of him. Each reflection regains 22 (4d8+4) hit point and can move up to its speed without provoking opportunity attacks.
Reproduction (3 Actions). The Ancestor spawns up to 3 reflections within 20 ft. of himself. The reflections remain for 1 hour before having to return to the Ancestor. The Ancestor can have a maximum of 3 reflections spawned at a time.
Unmake (3 Actions). The Ancestor sends out a flesh rippling wave in a 60 ft. cone. Each creature of the Ancestor's choice in the area must succeed on a DC 20 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save and half as much on a successful one. Constructs, spectral undead such as ghosts and other creatures not made from flesh and blood are unaffected.

Hell is in the Heart

In the final encounter of the Darkest Dungeon, the group has to delve deep into the Heart of Darkness itself, there they will find the Ancestor who has become the herald of the Heart of Darkness itself.
To evoke the final confrontation of the Darkest Dungeon, give the Ancestor the following trait:

> ***Dimension Locked.*** The Ancestor cannot be teleported, or transported to another plane of existence by any means.

This ensures the Ancestor remains within the Heart of Darkness area. The moment the Ancestor is struck down and reduced to 0 hit points his lifeless body is absorbed by the ground as his flesh is returned to the Heart of Darkness once more. From the same place sprouts a huge sized gestating heart. Give the players one or two rounds to prepare for the final battle, or have the players attack the gestating heart (AC 10, 300 hp). Once you deem appropriate or the gestating heart is destroyed, the Heart of Darkness spawns from it and the final battle begins. For every 100 hit points the gestating heart was missing when the Heart od Darkness spawns, the Heart of Darkness' hit points are reduced by 30, to a maximum of 90.
Be prepared for a very lethal battle. The Heart of Darkness has many tools to kill the players and absorb them. A character absorbed by the Heart of Darkness becomes part of it and can only be returned to life through the use of a *wish* spell.



REFLECTION

Medium aberration (shapechanger), neutral evil

Armor Class 18 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 30 ft. (hover), teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Int +6, Wis +6, Cha +7
Skills Perception +6
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, frightened
Senses truesight 30 ft., darkvision 120 ft., passive Perception 16
Languages same as the Ancestor
Challenge 3 (700 XP)

Coordinate. The reflection has advantage on attack rolls against a target the Ancestor or another reflection has attacked since the end of the reflection's last turn.

One of a Whole. The reflection is telepathically connected with other reflections and the Ancestor. They can communicate with each other telepathically as long as they are on the same plane of existence and can see, feel, and hear what the other does.

Magic Weapons. The reflection's attacks are magical.

ACTIONS

Multiattack. The reflection makes 2 reuniting touch attacks.

Reuniting Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. If the attack was made with advantage it deals an additional 9 (2d8) necrotic damage.

"It Chooses". *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6+3) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the reflection's next turn.

"We Are the Same". The reflection quickly reveals its true form and the horrible truth of its kinship with a humanoid creature within 60 ft. of itself. If the creature can see the reflection, it must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and be frightened for one minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the condition on a success. If the creature's saving throw is successful, or the effect on it ends, the creature has advantage on saving throws against "We Are the Same" effects of all reflections for 1 hour.

REFLECTIONS AND INITIATIVE

Throughout his fight, the Ancestor will likely repeatedly summon reflections to aid him in combat. To streamline the fighting experience for the players, roll initiatives for the reflections once and keep those 3 initiatives for each future reflection to be summoned. Simply assign the new reflections to the existing initiatives you rolled already.

The Heart of Darkness

Gargantuan aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 465 (30d20 + 180)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Dex +6, Con +12, Wis +12, Cha +13
Skills Insight +12, Perception +12
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhausted, frightened, unconcious
Senses truesight 120 ft., passive Perception 22
Languages Any (Telepathy 120 ft.)
Challenge 23 (50,000 XP)

Aberrant Mind. The Heart of Darkness has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Eldritch Ward. The Heart of Darkness uses its Charisma modifier in place of its Dexterity to determine its armor class (AC).

Dimension Locked. The Heart of Darkness cannot be teleported, or transported to another plane of existence by any means.

Heart of the World. The Heart of Darkness' actual body encompasses the entirety of its Lair. In its Lair, its melee weapon attacks originate from the ground and walls, as it is able to manifest appendages from any part of its body. For the purpose of targets of game effects, the Heart itself (speaking this monster) is the only valid target as it is to be considered the Heart of Darkness' only weak spot. The Heart of Darkness can only make opportunity attacks against targets that move out of the reach of its weak spot (this monster).

Immutable Form. The Heart of Darkness is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the Heart of Darkness fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Heart of Darkness' attacks are magical.

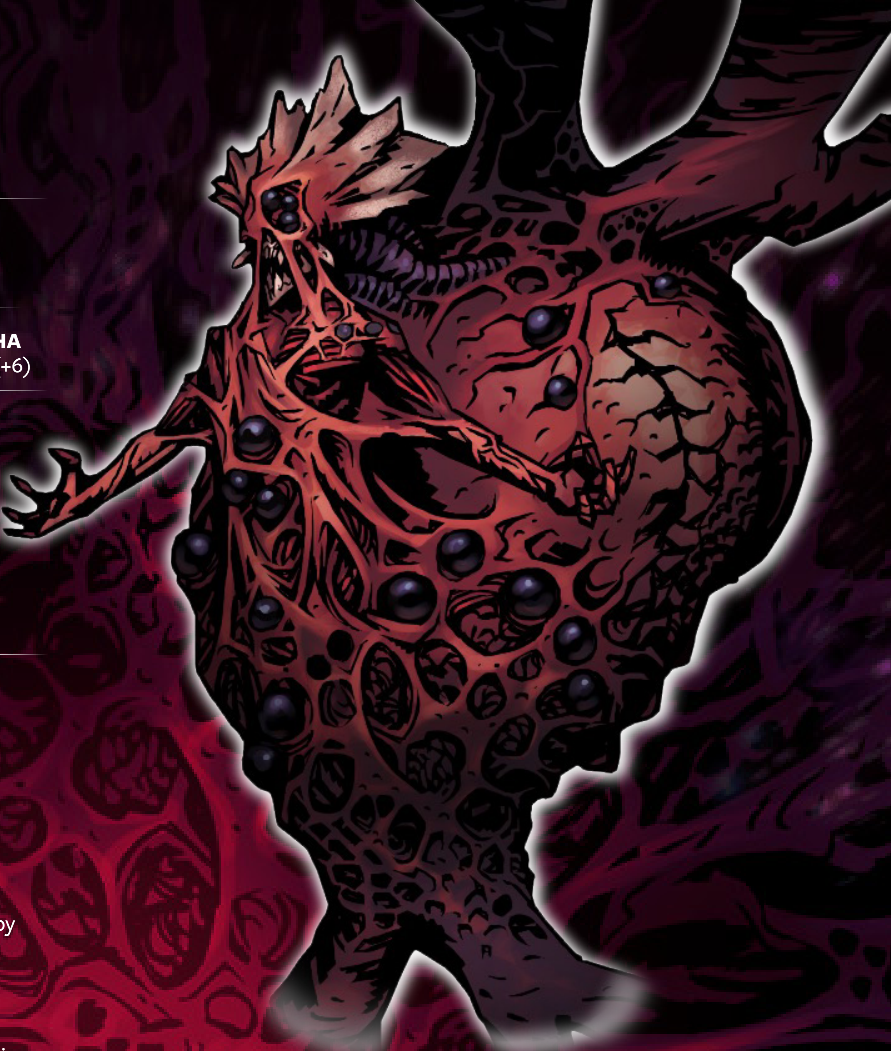
Realm Awareness. The Heart of Darkness is aware of any creature in its Lair, as if it can see it.

Actions

Multiattack. The Heart of Darkness makes 2 puncture attacks.

Puncture. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 +6) piercing damage and the creature suffers a wound. A wounded creature suffers 10 (4d4) necrotic damage at the start of its turn for each wound and then makes a DC 20 Constitution saving throw, ending the effect of all wounds on a success. Alternatively a creature can use an action to make a DC 20 Wisdom (Medicine) check or spend one charge of a healer's kit to close all wounds on the creature and end the effect. A creature can have more than one wound.

Dissolution. The Heart of Darkness spews acid at a creature it can see within 60 ft. of itself. The creature must succeed a DC 20 Dexterity saving throw or take 48 (14d6) acid damage and is covered in acid. Until a creature takes an action to remove the acid, the target takes 14 (4d6) acid damage at the start of each of its turns.



Revelation. The Heart of Darkness reveals its cosmic truth to a creature to break its mind. The creature must succeed on a DC 21 Wisdom saving throw or take 40 (10d8) psychic damage and is incapacitated until the end of the Heart's next turn.

Return the Errant Flesh (1/day). The Heart of Darkness attempts to return a creature within 10 ft. of itself, the ground or walls of its lair back to its collective. The creature must make a DC 20 Constitution saving throw, taking 90 (20d8) necrotic damage on a failed save and half as much on a successful one. If the creature fails the saving throw and the damage reduces the creature to 0 hit points, it dies and becomes part of the Heart of Darkness.

Legendary Actions

The Heart of Darkness can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Heart of Darkness regains spent legendary actions at the start of its turn.

Puncture. The Heart of Darkness makes a puncture attack.
Dissolution (2 Actions). The Heart of Darkness uses its dissolution.
Revelation (2 Actions). The Heart of Darkness uses its revelation.

Created by DM Tuz

Artwork by Red Hook Studios

THE HEART OF DARKNESS - LAIR

In the center of the Darkest Dungeon lies an ominous black portal leading into the true core of the Darkest Dungeon where the entity called the Heart of Darkness lies.

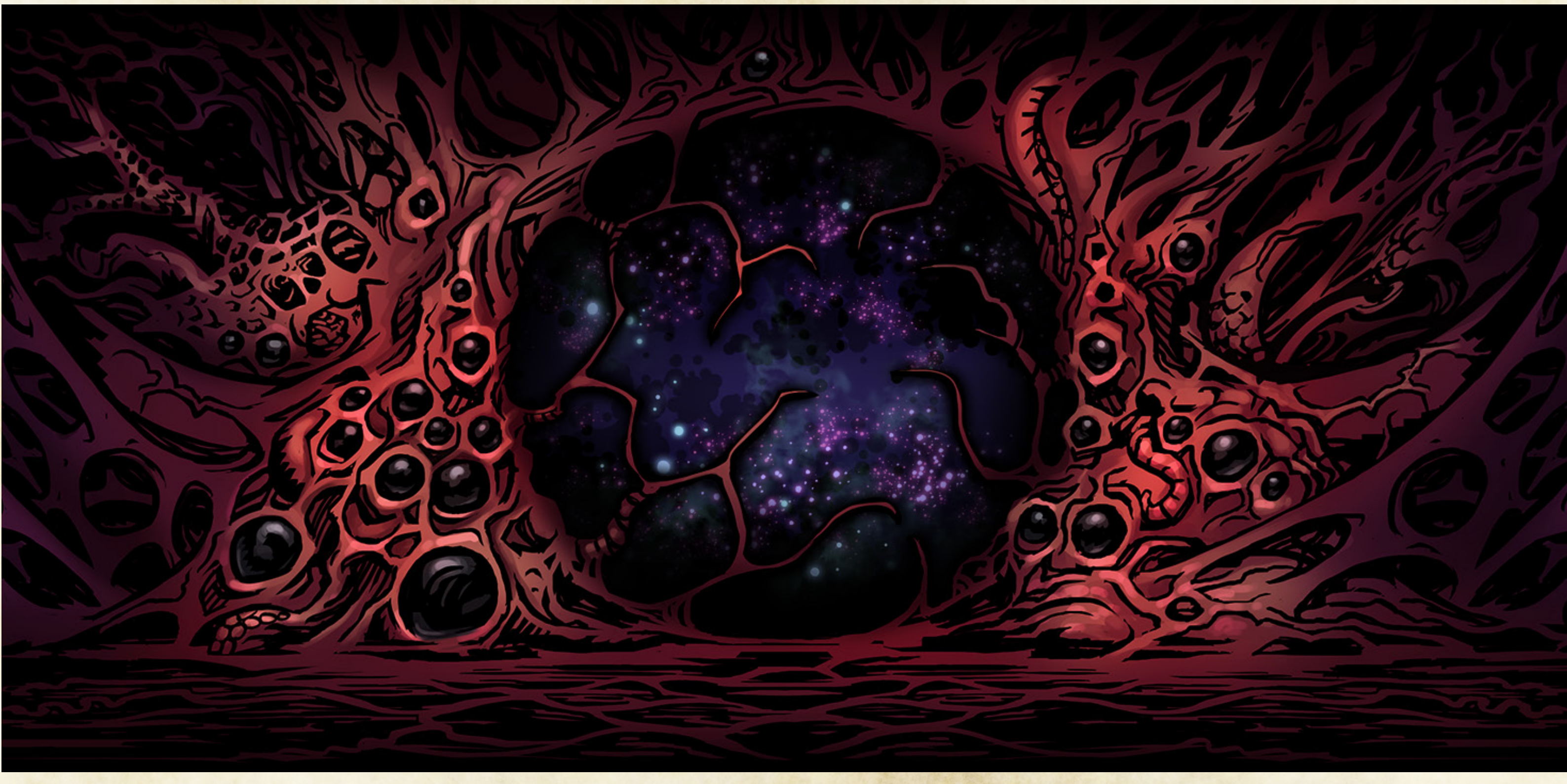
LAIR ACTIONS

On Initiative count 20 (losing Initiative ties), the Heart of Darkness takes a lair action to cause one of the following effects; the Heart of Darkness can't use the same effect two rounds in a row:

- The Heart of Darkness targets a creature, object, or magical effect in its lair. It attempts to end one spell on the target. A 3rd level or lower spell on the target ends automatically. For a spell of 4th level or higher the Heart of Darkness must make a Charisma check. The DC equals 10 + the spell's level. On a success the spell ends.
- A dying creature laying on the ground or within 10 ft. of a wall must make a DC 18 Constitution saving throw or be partially absorbed into the room, causing it to suffer 2 death saving throw failures. If this kills the creature it is absorbed into the Heart of Darkness.
- The Heart of Darkness convulses and a 10 foot square area on the ground within the lair bulges upwards. Each creature on the ground in that area must succeed a DC 18 Dexterity saving throw or be launched 20 ft. into the air.
- The Heart of Darkness' beat speeds up and becomes unbearable to listen to. Each creature in the lair except for the Heart of Darkness that can hear it, must succeed on a DC 18 Wisdom saving throw or are distracted until the Heart of Darkness uses another lair action. When a distracted creature makes an ability check, attack roll, or saving throw, it subtracts 1d6 from the roll.
- The Heart of Darkness manifests hundreds of dark eyes along the walls and floor of the lair, all focusing on one creature in the lair. The Heart of Darkness has advantage on all attack rolls against the creature until it uses another lair action.

DESTROYING THE HEART OF DARKNESS

Destroying the Heart of Darkness would mean to destroy the planet it inhabits. But with each defeat the Heart is pushed back into a deep slumber for the next centuries. The only way the world can be freed from the Heart of Darkness is by defeating the Heart and to then use a Wish spell to lay the Heart of Darkness dormant for all eternity.



Artwork by Red Hook Studios

Created by DM Tuz

Situational One-Liners

Endulge yourselves and capture the spirit of a Darkest Dungeon experience with these quotes. Choose one of your liking for the given situation or let the dice decide.

A Monster Scores a Critical Hit Against a Player

d8	Line
1	How quickly the tide turns!
2	Mortality clarified in a single strike!
3	Grievous injury, palpable fear...
4	Such a terrible assault cannot be left unanswered!
5	Death waits for the slightest lapse in concentration.
6	Exposed to a killing blow!
7	Ringing ears, blurred vision - the end approaches.
8	Dazed, reeling, about to break.

A Player Becomes Frightened

d4	Line
1	Gnawing uncertainty - the birthplace of dread.
2	Festering fear consumes the mind!
3	The horror...
4	The abyss returns even the boldest gaze.

A Player is Reduced to 0 Hit Points but not Killed

d10	Line
1-2	Perched at the very precipice of oblivion...
3-4	A hand-breadth from becoming unwound...
5-6	Teetering on the brink, facing the abyss...
7-8	And now the true test...hold fast, or expire?
9-10	As life ebbs, terrible vistas of emptiness reveal themselves.

A Player is Killed

d10	Line
1-2	Survival is a tenuous proposition in this sprawling tomb.
3-4	More blood soaks the soil, feeding the evil therein.
5-6	Another life wasted in the pursuit of glory and gold.
7-8	There is no place for the weak, or the foolhardy.
9-10	More dust, more ashes, more disappointment.

The Party Flees

d6	Line
1-2	This skirmish may be lost, but the battle may yet be won.
3-4	A wise general cuts losses, and regroups.
5-6	The sin is not in being outmatched, but in failing to recognize it.

A Player Becomes Afflicted

d8	Line
1	The mortal mind - fragile like a robin's egg.
2	The mind cannot hope to withstand such an assault.
3	Even the aged oak will fall to the tempest's winds.
4	Madness our old friend!
5	One can sometimes find clarity in madness, but only rarely...
6	Madness - sublimity of the intelligence, or so it has been said.
7	The bulwarks of the mind have fallen!
8	The abyss is made manifest!

A Player Scores a Critical Hit

d8	Line
1	A decisive pummeling!
2	A powerful blow!
3	A devastating blow!
4	Impressive!
5	The ground quakes!
6	A singular strike!
7	Precision and power!
8	Masterfully executed!

The First Monster in an Encounter is Killed

d10	Line
1-2	As the fiend falls, a faint hope blossoms.
3-4	Confidence surges as the enemy crumbles!
5-6	Press this advantage, give them no quarter!
7-8	Their formation is broken - maintain the offensive.
9-10	Continue the onslaught! Destroy. Them. All.

A Monster with Low Hit Points is Killed

d10	Line
1-2	Executed with impunity!
3-4	Another abomination cleansed from these lands!
5-6	Begone, fiend!
7-8	Back to the pit!
9-10	Another one falls!

A Monster is Killed with a Stong Attack

d4	Line
1	Decimated!
2	Obliterated!
3	Destroyed!
4	Eradicated!

A Large Sized Monster is Killed

d10	Line
1-2	Prodigious size alone does not dissuade the sharpened blade.
3-4	Their cursed champion falls!
5-6	Monstrous size has no intrinsic merit, unless inordinate exsanguination be considered a virtue.
7-8	The bigger the beast, the greater the glory.
9-10	A victory - perhaps a turning point.

A Monster dies from a Damage-Over-Time Effect

d4	Line
1	A death by inches...
2	Great is the weapon that cuts on its own!
3	Slowly, gently, this is how a life is taken...
4	The slow death - unforeseen, unforgiving.

The Players Win an Encounter

d10	Line
1	These nightmarish creatures can be felled! They can be beaten!
2	Seize this momentum! Push on to the task's end!
3	This adventure, at least, promises success.
4	As victories mount, so too will resistance.
5	Success so clearly in view... or is it merely a trick of the light?
6	Remind yourself that overconfidence is a slow and insidious killer.
7	A trifling victory, but a victory nonetheless.
8	Be wary - triumphant pride precipitates a dizzying fall...
9	Ghoulish horrors - brought low and driven into the mud!
10	Annihilated!

A Player is Healed

d6	Line
1	Soothed, sedated.
2	A momentary abatement...
3	The wounds of war can be healed, but never hidden.
4	Compassion is a rarity in the fevered pitch of battle.
5	The blood pumps, the limbs obey!
6	The flesh is knit!

A Player is Restored from 0 Hit Points

d4	Line
1	Patched up, if only to bleed again.
2	Death cannot be escaped! But it can be postponed.
3	A death denied for now.
4	Death is patient, it will wait.

A Player has a 'Comeback'

d10	Line
1-2	A moment of valor shines brightest against a backdrop of despair.
3-4	Adversity can foster hope, and resilience.
5-6	A moment of clarity in the eye of the storm...
7-8	Anger is power - unleash it!
9-10	Many fall in the face of chaos; but not this one, not today.

A Player Takes Damage from a Trap

d6	Line
1	Cruel machinations spring to life with a singular purpose!
2	Curious is the trap-maker's art... his efficacy unwitnessed by his own eyes.
3	Mechanical hazards, possessed by evil intent.
4	Ambushed by foul invention!
5	Ancient traps lie in wait, unsprung and thirsting for blood.
6	Carelessness will find no clemency in this place.

A Player Finds Treasure

d6	Line
1	Glittering gold trinkets and baubles - paid for in blood.
2	If only treasure could staunch the flow of otherworldly corruption...
3	Finding the stuff is only the first test - now it must be carried home.
4	Wealth beyond measure, awarded to the brave and the foolhardy alike.
5	A fortune - waiting to be spent.
6	A handsome reward for a task well performed.

The Players Take a Rest

d10	Line
1-2	Circled in the dark, the battle may yet be won.
3-4	A spark without kindling ia a goal without hope.
5-6	Gathered close in tenuous firelight, and uneasy companionship.
7-8	A moment of respite. A chance to steel oneself against the coming horrors.
9-10	Huddled together, furtive and vulnerable. Rats in a maze.

The Players Fail and Retreat from the Dungeon

d10	Line
1	Wounds to be tended; lessons to be learned.
2	Regroup. Reassemble. Evil is timeless, after all.
3	Failure tests the mettle of heart, brain, and body.
4	You will endure this loss, and learn from it.
5	You cannot learn a thing you think you know...
6	We fall so that we may learn to pick ourselves up once again.
7	Do not ruminate on this fleeting failure - the campaign is long, and victory will come.
8	Where there is no peril in the task, there can be no glory in its accomplishment.
9	Ignorance of your enemy and of yourself will invariably lead to defeat.
10	Great adversity has a beauty - it is the fire that tempers.

Art Credits

Cover Art - Trudy Castle
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Other notable Works

Besides this Darkest Dungeon Monster Manual I have been working on quite a range of projects. So if you are interested in what other kind of content I make, here is an overview of other notable works of mine:

Tuz‘s Fearsome Foes - A series of memorable monsters including lore, rumors, lair actions and unique magic items relating to the monster!

Hagspawn Player Race - A unique and flavorful player race, the Hagspawn are the forgotten children of Hags, left behind or to be collected later.

Bloodstained Notes: A Hunter‘s Bestiary - A full 5e bestiary featuring monsters and characters from Fromsoftware‘s Bloodborne.

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